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N64 Pro

8 Full Guides
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the N64 blockbusters!

Inside:

Augusta Masters

A golf sim that's as polished
as Faldo's shoes

Tohkon Road

WCW vs NWO comes in for
some stiff opposition

Cruisin' USA

First PAL review. Thank
goodness it's only £34.99!

NBA Pro '98

What's this? A half decent official
release this month? Fantastic!

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Astounding baseball from Namco –
the kings of cutesy sports sims

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prizes
inside

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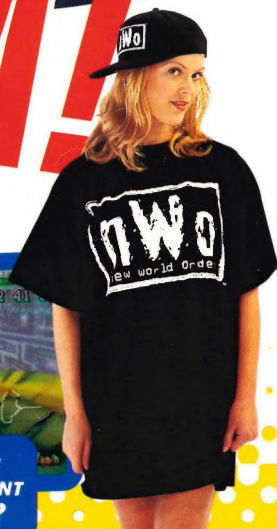
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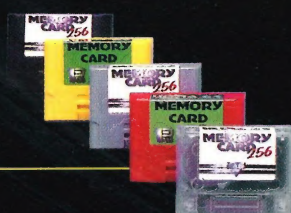
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The team!

We were Big-Headed once – but not for long

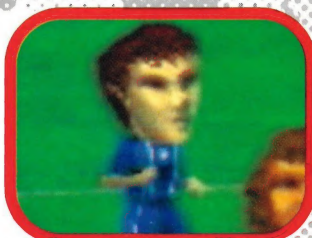


Alex

Played hockey for Sunderland and won Young Player of the Season in my first full season – then it suddenly dawned on me I was the only player there who was under 40

Steve

Played rugby league for Salford boys – it certainly didn't make me big-headed, though – and I was going to play for the North West Counties until injury cruelly cut my career short



Noely

Played for the school footy team when I lived in Liverpool, but any big-headedness I may have had soon dissipated when we lost 11-0 to a school from Knotty Ash – home of the diddy men



Jim

I played squash for five years against the same pal and only lost five times. My buddy always had his Sunday lunch before he played except for just five occasions when he ate after the game. Maybe there's a connection? Got hit in the box the first time I wore one playing cricket



Mark

I won at BMX racing once – a proper organised do – but the next time I had a go I fell off my bike on one of those yellow chalk courses with the camel humps on and had to go to hospital to get my knees stitched up



Lewis

I played five-a-side football at De Montfort (Leicester) university and finished third in the league, but during a match I dislocated my knee and have never played since. Sob...



N64 Pro

CON



Famista – bases loaded



Fire Electric Pen – twisty



Tohkon Road – grappler



Cruis'n USA – official

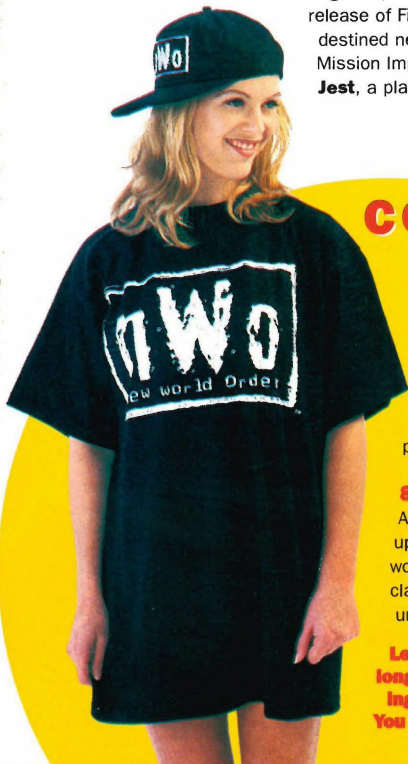
PREVIEWS

74 Unfinished Monkey Business

Continuing the trend of using LP titles for his previews, Steve McNally has an early look at GT Interactive's **Rampage** – the N64 update of the old Commodore 64 wreck'em-up

76 Only Jestin'

All's gone quiet on the Ocean front since the release of Fighter's Destiny. Wetrix seems destined never to appear on the N64 and Mission Impossible's still miles off. Enter **Jest**, a platform/ adventure with bells on



COMPETITONS

82 £2,000 Competition

The most valuable competition ever is right here and it's a cinch to enter. Major games from the major software houses as well as books and a punch bag could be yours. For free

82 THQ Competition

All manner of WCW vs NWO goodies are up for grabs – caps and t-shirts anyway. It's worth entering just to ogle at the tastefully-clad chick (who isn't part of the prize unfortunately)

Left: A chick sporting a (too) long NWO T-shirt. She isn't wearing anything underneath, though. You can tell



The 64DD is on its way, but what on Earth is it? Paul Noel was asked just this – now he's going to share his new-found wisdom with you



CODES, TIPS & GUIDES

60 Snowboard Kids – Beat The Ninja, Be The Ninja!

Mark Hattersley's been a busy man this month. Not only has he produced a fine guides book, but also this super-informed Snowboard Kids guide. Lucky his front door didn't freeze over...

64 Nagano Winter Olympics – Gold Medal Fest

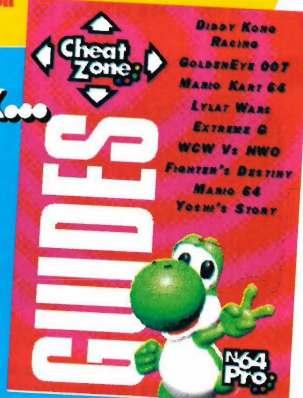
Noely, who a few short weeks ago thought a luge was a small pistol and a halfpipe was something you put a small amount of tobacco into, has turned the tables and become something of a master at Nagano



Good old Noely – all-round Olympian

Your free book...

In the free book this month there's tips, tricks and guides on all the N64 blockbusters. You'll find helpful advice on Diddy Kong Racing, Extreme G, Mario 64, Yoshi's Story, GoldenEye, Mario Kart 64 and many more. Mark's spent weeks doing this, so expect it to be better than one of his reviews. Cos he rattles them off quick during his afternoon fag break



Japanese games – round-up



A steering wheel – round



COVER STORY

SNOWBOARD KIDS

Rather than make up a review of this high speed racer which our 'rivals' will doubtless be doing - Nintendo haven't released any PAL review copies yet - we're bringing you a full slide-through

REGULARS

06 News

Never before has a news section been so jam-packed. This month, Bub Taylor brings us a special two page report on the Nintendo Gamers Summit all the way from Redmond, Washington. Regular writers Akira Yamawaki and Steve McNally keep their fingers on the pulse of the Japanese and British scenes respectively - look out for 1080 Snowboarding and Zelda 64 updates

90 Feedback

With more feedback than you'd reasonably expect from a Spinal Tap concert, N64 Pro's letters pages continue to provide lively discussion and heated debate as well as the chance to win Spook peripherals

94 A-Z Reviews

The A-Z tells you which games you must own, which ones to think about and those you shouldn't touch with a tank covered in swarfega. All the scores from the other mags are here too!



Yoshi's Story - almost the last entry



Turn to page 88 now and you could be the lucky owner of a FREE hand controller, rumble pak or controller pak. And a cheap subscription

REVIEWS

British

US

Japanese



18 Famista by Steve

Another first for N64 Pro. This month's lead review is only available on Japanese import. 'Worth shelling out a few extra quid for a converter' is the message here

22 NBA Pro '98 by Mark

Our resident rankster Mark hammers his way across court and gets 'done' for travelling. Poetic justice as he smells like a traveller...

26 Fire Electric Pen by Alex

Remember the old 'guide the metal loop around the twisty wire course' thing from years ago? Here it is in its 64bit 'glory'

28 Tohkon Road by Noely

Good news for all wrestling fans here - Mr Mark 'Hovis' Hattersley won't be reviewing this one

32 Cruis'n USA by Steve

At last! An official game has been released after Christmas! And it's cheap! Read Steve's review and find out why

36 Augusta Masters Golf by Noely

Why is it that such a bland sport can make for great video games? Noely pulls on his tartan trousers and spoils a good walk

38 Hiryu No Ken by Mark

The game that can't make up its mind what it's really called gets a thorough roughing up from everyone's favourite Yorkshireman

42 Oozumo by Alex

The size of Alex's belly has been a cause for concern for many months. Now finally it gets a showing in a console game

44 Mortal Kombat Mythologies by Mark

The only myth surrounding Mortal Kombat as far as we're concerned is that it was any cop in the first place

FEATURES

54 64DD

Everything you'll ever need to know about the 64DD has been lovingly crafted into this definitive feature on Nintendo's most sort after add-on

80 Six Of The Best IV

This month's selection of brilliant goals is taken from ISS 64 with the added bonus of some of them being in 'big head' mode

82 Peripherals

Noely's back with a review of a load of the latest add-ons for your beloved N64. This month sees LMP's new rumble/steering wheel and tremor/mem pak coming under Noely's 'expert' scrutiny

84 Talkin' Shop

Roving reporter Mark checks out the bargains and the rip-offs in the Japanese and American import arena

88 Granada Studios Offer

Like reading N64 Pro but have a strange urge to visit Coronation Street? Go straight to our exclusive offer where you can get into Granada Studios for cheap and a free issue of N64 Pro to boot! Or read...



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● As predicted in the review, Yoshi's Story will be made tougher for its US and PAL releases. Players will now have to collect a number of objects before they can progress to the next level amongst other improvements ● Rare are expected to show four games at E3,

Come get some more

An entirely original game, Duke Nukem: Time to Kill is currently in the works for both Nintendo 64 and PlayStation. But unlike the previous Duke instalments on both PC and consoles, Time to Kill will feature a third-person view similar to Tomb Raider and, as the name implies, time travel. Duke will warp to different time zones, either past or present, and will even dress for the occasion. Can you imagine Duke in a suit of armour in medieval times, or in a space suit in the future? Sounds like an opportunity for laughs aplenty to us, and given the Duke programmers' unique sense of humour we can expect more of his trademark brand of quips and smart-arsed comments. Although GT Interactive are evasive as to an exact release date at the moment, Duke Nukem: Time to Kill could arrive as early as September 1998. The game is presently in development at Eurocom, who previously ported both Duke Nukem and War Gods for N64, and hopefully, given time they can do a better job with this than they did with either of those two efforts!

TRST No One

A few eyebrows were raised recently when Sony made the bold claim of '30 million PlayStation's world-wide,' and while this isn't actually a lie, as with all statistics there's a deeper story to them if you're prepared to dig deep enough. Or in this case, twist them around to suit your own purposes.

Obviously Nintendo wasn't prepared to just sit back and let the facts be misrepresented in this way, and to set the record straight they gave a more detailed run down of how the market is actually shared between the companies.

The figure Sony is quoting is the number of machines actually shipped, not sold, and shipment figures are at best interesting, being of little or no actual use to anyone. And it turns out that this isn't actually the way companies usually do this sort of thing. Nintendo of America's Director of Communications Perrin Kaplan explained, "The use of shipment numbers cannot take into account the size of inventories, either on the part of the manufacturer or retail accounts" he said.

"Actual sell-through is a much more accurate means of measurement and is what Nintendo uses. It's more important to count what's actually in consumers' homes. For example, to date here in the US, independent TRST sell-through data reported by 17 of the largest US retail chains puts Sony's total sell-through at 5.4 million, compared with 4.9 million for Nintendo 64. Given their year's head start, we're very happy with our performance."



So what can we learn from all this at the end of the day then? Well, technically no one's lying – I believe it's called 'marketing' rather than lying in the trade – but then no one's actually being all that truthful either. Personally I'd put more importance on actual sales than on machines in shops, but which side of the fence you come down on depends upon which machine you own! Don't you just love facts and figures?

Both machines are expected to perform exceptionally well throughout '98, although it has to be said, most reputable analysts are predicting that the N64 will be constantly outperforming PlayStation by the end of the year. Let's hope so.

Beta Path to Our Door

Finally, Legend of Zelda: The Ocarina of Time is at the Beta stage and has entered final testing! We're now at the phase Miyamoto hoped would be reached before Christmas, but Nintendo's determination to make this the best adventure on any format has constantly forced the release back. No more though!

With the exception of extensive bug testing and gameplay tweaks, that may or may not be suggested by the testers, the game is officially complete. Don't get too excited yet, this process can still take quite a while, but unless the testers find a fundamental flaw then the game will hit its Japanese summer release date.

There's still no news of a US or UK release yet, but that's understandable as translation work will not begin until the Jap version is 100% complete, and there's no way to tell how long the translation will take even then.

Also, Ever since Nintendo announced that it would bring the Legend of Zelda series to the N64, gamers have been hoping that the game would ship on a

golden cartridge, just like its NES predecessor. Well, your prayers have been answered. The American version will definitely be on a special cartridge, and there's an equally good chance that the PAL one will too!

The announcement will no doubt bring back nostalgic memories of the 8bit classics to everyone old enough to remember, although hopefully the game shouldn't be anything like the originals!



including two surprises, one of which will probably be Donkey Kong Country 64. ● NFL Blitz, the incredible arcade football game that's coming to N64, is making good progress with Midway trying everything to get the game to run at 60 frames per second ●

Goose and Friends Grounded

Pilotwings 2 was always more than just a rumour. It was widely known that Paradigm (developers of the original) were at least conceptualising a follow-up, and it was therefore not unreasonable to expect that the game would not be long in coming. However, in a strange move, Nintendo have requested that work is stopped on the title and resources diverted into more important areas. This is quite inexplicable given the fact that the original has sold over 1 million copies.

Nintendo's Kim Merrick explained, "PilotWings [2] was never an officially announced product. That's not to say that there wasn't any work going on. There was research that was going on, but it was cancelled. We have less resources than we had expected at this time to do that game. Paradigm is a very talented company and is very capable of great flight sims." Which, when you scratch beneath the surface doesn't actually tell us anything at all!

Director of Communications, Perrin Kaplin, chose his words carefully when he said "It's not on our roster and is not currently being developed for N64. It would be pretty cool. But it's a question of limited resources, and Nintendo is focusing on other games."

Paradigm themselves seem to be equally in the dark, with Business Manager, Gary Bandy, attempting to clarify the situation with no great success. "We presented technology experimentations (based on the first



Tragically it looks as though the Pilotwings gang have had their flying licenses revoked for now

game for PilotWings 2) to Nintendo and they really liked our initial stuff," he said. "But they didn't foresee a time that they could work on it because their resources are in other areas right now. I mean, we put together some stuff that looked great, but you still have to come up with the resources to make it."

However, there is hope, as Bandy added, "It may be that Nintendo resurrects (PilotWings 2), but they have a lot of things on their plate, particularly 64DD development. It is possible, but it's up to them."

Damsel in distress



If you're the one who liked Bomberman's initial N64 outing then you're going to be pleased to hear that Hudson is already developing the sequel, Bomberman Hero: Queen Milian's Rescue.

Just like Bomberman 64, the game will be set in a polygonal 3D environment, but this time the little guy has learned a few new tricks. The objective will be to collect a number of special parts that turn your character into many different forms, such as a helicopter or a submarine. This is of course easier said than done, since many of the parts are hidden in remote locations, protected by creatures or surrounded by water or walls.

That's where Bomberman's well renowned talents will come into play. Using his usual array of weapons and explosives you must take out walls, trigger chain reactions, or even build bridges to get to the hidden parts. All in all, Hudson is planning to include four distinct Bomberman transformations, and each form comes complete with its own special abilities and actions.

The plan is to release the game as early as spring '98 in Japan (so anytime now really), although no publisher has come forward with an announcement, a western release is (apparently) almost guaranteed.

Shapely Figures

We keep getting told how much you lot love lists and charts, so when the TRST sales report was published, and threw up some very interesting results, certainly in terms of the American market, I thought it was something you might find very interesting. Sony still have the edge in terms of actual machines sold – mainly due to the year head start – but when it comes to selling games, no one can touch the N64!

As you can see here, in 1997 11 of the top 20 selling games in the US were on the N64, with Nintendo incredibly grabbing all of the top five positions for themselves! You may think, 'so what, who cares about America?' But when you think how many influential developers are based in the States, it's not hard to see that it's vital to have them fully behind the console for Nintendo to wrestle control away from Sony, as they're fully confident they will do before the turn of the year. And you can rest assured that when the big guns see information like this they're going to want a piece of the action!

Rank	Title	Platform	Publisher
1	Mario Kart 64	N64	Nintendo
2	Star Fox 64	N64	Nintendo
3	Super Mario 64	N64	Nintendo
4	Diddy Kong Racing	N64	Nintendo
5	GoldenEye	N64	Nintendo
6	Final Fantasy VII	PI**Station	Sony
7	NFL GameDay '98	PI**Station	Sony
8	Shadows of the Empire	N64	Nintendo
9	Madden NFL '98	PI**Station	Electronic Arts
10	Crash Bandicoot	PI**Station	Sony
11	Turok	N64	Acclaim
12	NBA Live '98	PI**Station	Electronic Arts
13	Cruis'n USA	N64	Nintendo
14	Tomb Raider 2	PI**Station	Eidos
15	Crash Bandicoot 2	PI**Station	Sony
16	Wave Race 64	N64	Nintendo
17	NFL Quarterback Club '98	N64	Acclaim
18	Nascar '98	PI**Station	Electronic Arts
19	Jet Moto	PI**Station	Sony
20	Madden 64	N64	Electronic Arts



- Titus has already started development of Automobili Lamborghini II, the sequel to the disappointing street racer
- Interplay's programmers are working overtime on a racing game aimed at an older audience
- EA are working on a 64-bit version of Andretti Racing

Charts

UK Chart

- 1 - Diddy Kong Racing
- 2 - FIFA RTWC
- 3 - Super Mario 64
- 4 - Nagano W/Olympics
- 5 - Mario Kart 64

N64 Pro Chart

- 1 - Famista 64
- 2 - Jikkyou 3
- 3 - Augusta Masters
- 4 - Yoshi's Story
- 5 - Madden '98



Most wanted: Zelda 64

Games Most Wanted

- 1 - Zelda 64
- 2 - ISS '98
- 3 - Banjo-Kazooie
- 4 - F Zero X
- 5 - 1080° Snowboarding

Low, low prices

We've been hearing whispers that the price of the 64DD in America has been fixed, although sadly not the release date as yet. Previous speculation had put the add-on in the \$100 range (about 70 quid). Sources now say that a price of \$80 is more likely, with Nintendo determined to price their intriguing gadget cheaply to give it a chance of success.

This month we've already heard head cheese at Shiny Entertainment, Dave Perry, extolling the virtues of the device and it's thought that Nintendo are keen to convince developers, previously wary of the limitations of the cartridge, that the N64 is a system which is worthy of their valuable time.

It seems that just about everyone who's examined the specifications knows that the technology itself is truly astounding, and the possibilities are almost limitless (check out Noely's imaginatively titled 64DD feature on page 54, if you want to know more), but given the premature death of just about

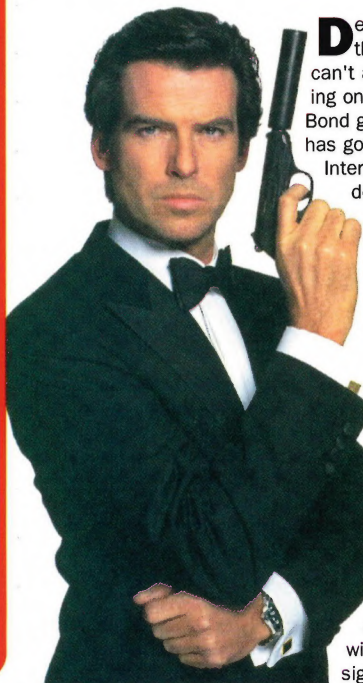
every other attempted add-on to an existing console in the past, it's understandable that confidence isn't exactly sky high, and a low price point would certainly give it a boost. Expect an announcement very soon indeed.



“ Let me use an analogy. We put out Titanic movie-type games. Each month that movie is watched by a tremendous amount of people and it continues to perform extremely well. Our games sell like that movie does. ”

Perrin Kaplin, Nintendo Director of Communications

Never Say Ever Again



Despite rumours to the contrary, Rare can't and won't be working on another James Bond game. The license has gone to MGM

Interactive, but that doesn't mean that Rare are abandoning the project completely. The engine is already undergoing improvements and another game of the same style will definitely appear. But this time the storyline that will either have to be dreamt up from scratch, or another license will have to be signed. It's a shame



that the Mission Impossible license has already gone or you can be sure they'd have been sniffing around that! The Saint perhaps?

It was widely thought that the game would be based around one of the older Bond movies, but it seems a couple of factors have swung the decision away from trying to obtain the license. The main reason being that with the rejuvenation of the series since Pierce Brosnan took over the role of Bond, the cost of using the high profile name has sky rocketed. Who needs it though? As long as Rare creates another game in that style, millions will be happy, with or without Ian Flemming's creation tacked on the end!

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● Nintendo is planning to market Pocket Monsters outside Japan for the first time. Once the GameBoy series and the N64 cartridge monster are popular enough, we should also be able to get our hands on the 64DD Pocket Monster games ●

Let's twist again

Although there's been no official statement from Japan Supply System as yet, we've been told that the Japanese developer is working on at least two new games. The first one, slated for a late '98 release, is a sequel to the enjoyable, but far too easy, platformer Chameleon Twist (published in the UK by Ocean just before Christmas), tentatively called Chameleon Twist 2. But obviously expect this to either be changed or have some witty sub-title stuck on the end.

The second game is a little more mysterious. So far all we know is the working title, which is again only tentatively called Arabian Nights. We'll bring you more on this as soon as we hear it, but for now that's all you're getting I'm afraid.

Finally, their long-awaited race game, Cavalry Battle, appears to be going nowhere fast, and indeed we're told that it now may never be released.

This game has been on the release schedules for longer than the machine has been available, but development has been constantly dogged by problems, and it's now widely thought that JSS have reached the end of their collective tether with this troublesome product, and it's likely to disappear off the end of the schedule in the very near future. Shame.

Modem Dream Shattered

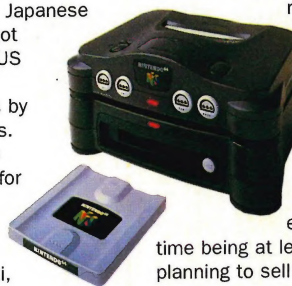
In an interview in a recent issue of popular Japanese magazine, The 64 Dream, NCL's Yoshi Hongo (no relation apparently) addressed the much asked question of whether there will be a modem built into the forthcoming 64DD.

While it was known for a while that the Japanese version of the disk drive would probably not include a modem, Hongo also squashed US gamers' hopes for network gaming and downloads, contradicting earlier promises by high-ranking NOA and NCL representatives.

When asked about a modem in the US version, Hongo said "There are no plans for such a feature." Nintendo initially completely denied the existence of N64 modem capability when it announced the disk drive, but when Hiroshi Yamauchi,

the chairman of Nintendo Japan, did his party trick and blurted out secret plans for a modem, he took the industry – and some Nintendo employees – by complete surprise. Yamauchi said, in no uncertain terms, that the 64DD would use a modem. But he did not indicate whether the modem would be built into the 64DD.

Then, a few months later, NCL U-turned again and announced that the 64DD would definitely not include a modem, most likely because the price of telephone calls in Japan are so ridiculously high. And this latest statement seems to put an end to the prospect, certainly for the time being at least, especially if Nintendo really are planning to sell the DD at the low price of \$79.



"I'm very excited about the writability of the drive. Well done to Nintendo for doing something different! I'd love to sit down and design something that really makes the most use out of that."

Shiny's Dave Perry gets worked up about the 64DD

"

Brand New FIFA Engine

Chris Waddle, Kenneth Wolstenholme (old bloke who first said, "They think it's all over"), Gary Lineker and Des Lynam are doing the commentary for World Cup '98 by EA and here's some pictures of the first three with their headphones on. No screenshots are as yet available.

World Cup '98 is due out in May and is to boast a completely new game engine, all-time international XIs (such as the glorious England side from '66 and the ultimate flair team, Brazil '70) and the most convincing commentary yet heard on a console game.

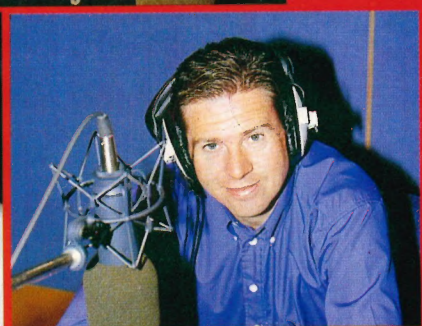
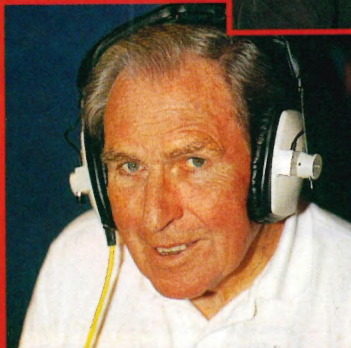
Apparently, the game has been under development by a specially-appointed World Cup team for over a year. Further features include star player moves where the biggest stars have their very own trademark moves and players that react differently to various weather and playing conditions. More realistic team strategies than ever before will mean gamers can select any number of formations and styles of play.

There's even a bit of edutainment thrown in for good measure! World Cup Trivia questions are

included to test your knowledge of the event and the teams. All this combined with cutting-edge motion capture moves including unique keeper moves, special skills and celebrations should take the latest FIFA incarnation to the top of the footy league. Then again, there's always ISS 2...



Clockwise from left: Ken Wolstenholme, Gary Lineker, Chris Waddle – the pundits



Digiboys R Us



The Japanese keychain company has recently launched what could prove to be the successor to the Tamagotchi. The same size as a virtual pet, the Digiboy is actually a mini hand-held device with a whopping 55 games on it. Featuring all-time classics Tetris, Galaxian, Pole Position and Tron, the keyring's currently retailing for £7.99 & £1.00 postage and packing. Reasonable value, yes, but not half as tempting as getting one for free! We've got 10 to give away and also a further load (while stocks last) to buy on the cheap (£5.99 & £1.00 p & p) if you're not feeling particularly lucky and want to hedge your bets.

The closing date for both the competition and the special offer is April 20. Fill in the form opposite if you want to guarantee a cheap Digiboy or send a postcard to Free Digiboy, N64 Pro, IDG Media, FREEPOST, Adlington Park, Macclesfield SK10 4YE with the answer to the following question: 'Which game was the sequel to Galaxian?'

If you want to know more about the Digiboy, contact the Japanese Keychain company mail order hotline on 01302 830 515, cos they're not available anywhere else, unless of course you can afford the airfare to Japan.

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● Sports fans will be thrilled to hear that another developer is thinking about adding to the N64 sports line-up. Can't say any more, but the first three letters of the company's name are 3, D, and O ●

Pack It In

Everyone knows that the N64 is struggling in Japan at the moment – in fact, in the three main money making territories (Japan, North America and Europe), it's doing more badly in its home country than any other – but all that could be about to change. In an attempt to spark a bit more interest in the machine in Japan, Nintendo is repackaging the N64 in preparation for the sales explosion that will undoubtedly follow the release of the forthcoming Pocket Monsters games. The new bundle will include everything the old bundle had (N64, 1 controller, but no video lead), together with a limited edition of the Pocket Monster music CD and trading cards. Given the huge popularity of Pocket Monsters in Japan it seems like this could raise Nintendo above its rivals, and even if it doesn't, insiders say that both Sony and Sega (because surprisingly the Saturn is still really healthy over there) are taking worried glances over their shoulders as an N64 riding on the back of Pikachu looms ever larger.

Early Bird Catches the Bear

Good and pseudo bad news from Nintendo relating to release schedules. Banjo-Kazooie, recently played by our own Bub Taylor at Nintendo's recent Gamer's Summit for journalists and raved over (see his special report on pages 16 & 17 to hear all about it), has had its release brought forward into June due to much faster than anticipated development. In fact, word leaking out from Rare is that the game is almost complete and could well be sitting around in a finished state waiting to be released! Given most developers usual slackness this really is a truly astonishing situation for the games industry!

The bad news is that Cruis'n World has slipped until July 27 to give developers, Eurocom, more time to add an extra bit of polish and hopefully do a better job than was done on the atrocious Cruis'n USA.



“ I love the "Nintendo-style" games, so we are making games for ourselves. For me, DK Racing is a game style that will have appeal across the generations, and I think that's great. I don't want to play games that are targeted or skewed for the higher age groups. I want to play something that's fun. ”

Rare founder Chris Stamper

Beam Us Down Scotty!

Nintendo Japan has announced that it will be teaming up with Kyocera Corp, a Japan-based semi-conductor manufacturer, to begin digital satellite broadcasting in the year 2000.

The two companies hold a joint-investment in Satellite Digital Audio Broadcasting Co Ltd (also known simply as St. Giga), which currently broadcasts music and data programs domestically throughout Japan. St. Giga is in the process of obtaining a government license for satellite broadcasting and is expected to launch a Japanese digital broadcasting satellite into

space before the end of the millennium.

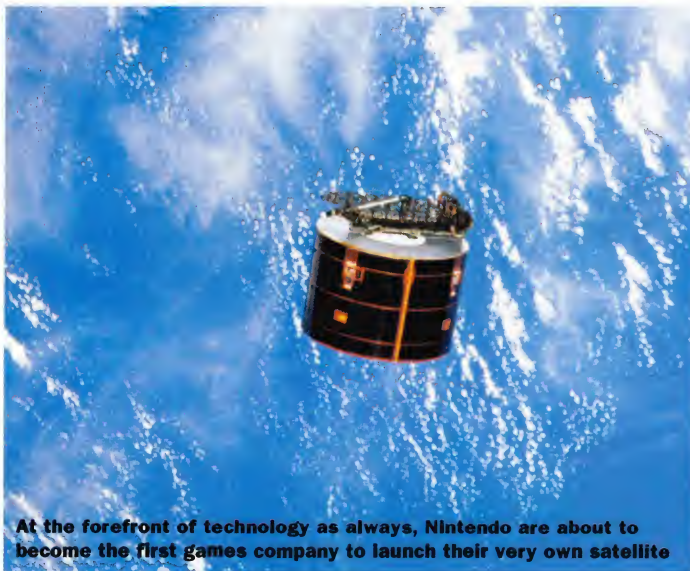
Nintendo's satellite broadcasting plans have not been made public, but it is known that they will not be entirely video game related, and will no doubt feature loads of stupid cartoon animals and frighteningly young schoolgirls in very short skirts (probably).

"Both the format and quality of broadcasting should be drastically changed by the launch of digital satellite broadcasting in 2000," said Nintendo president, Hiroshi Yamauchi, although we can only assume that he meant for the better! "We will take this into

account when discussing the character of our new broadcasting with Kyocera."

Industry analysts believe that Nintendo's planned satellite broadcasting and the Nintendo 64 add-on device, 64DD, will go hand-in-hand, but whether this actually backs up fears that there are plans to limit the DD's release to Japan is debatable, especially given recent whispers about probable US prices (see Low, Low Prices on page 8 for more details).

In theory, the 64DD's writing capabilities would be able to take full advantage of data downloading via satellite programming, enabling game updates and patches. As of now, however, that's all it is – a theory. We'll bring you more details when we have them.



At the forefront of technology as always, Nintendo are about to become the first games company to launch their very own satellite

- Team 17 are expressing interest in bringing the brilliant Worms 2 to the N64 in the near future
- Mindscape are developing a cartoony action game called Cats & Rats, which they say should appeal to fans of Tom & Jerry/Itchy & Scratchy

Rally good

By the time you read this there's a good chance that French publishing powerhouse, Infogrames, will have announced that they're to bring their PC and PS1**Station racer V Rally to the N64. The game, which has been well received around the world on both formats, is an obvious choice for conversion to the 64bit format.

At the recent Nuremberg Toy Show a spokesman for Infogrames was dropping not so subtle hints all over the place that Ocean – who are part of the French group after a buy out – is definitely planning to bring the game to the N64, although they are as yet issuing firm 'official' no comments to anyone who asks.

It's thought that the success of the game in America – it was already hugely popular throughout Europe – has tipped the scales in favour of a release, and given the nature of the game it wouldn't take all that long to port over with a few enhancements bolted



This is only a PS1Station shot, so don't worry, our version will look much better!**

on for good measure. Personally I'd like to see it completely overhauled for the N64, but whether that will actually happen or not only time will tell. Expect to see it some time early in the New Year.

“

There are already a lot of ideas floating around based on the fun cartoon characters, you know, multi player gaming and stuff – it's gonna be hilarious fun!

Infogrames' Arthur Houtman concerning the Looney Tunes license

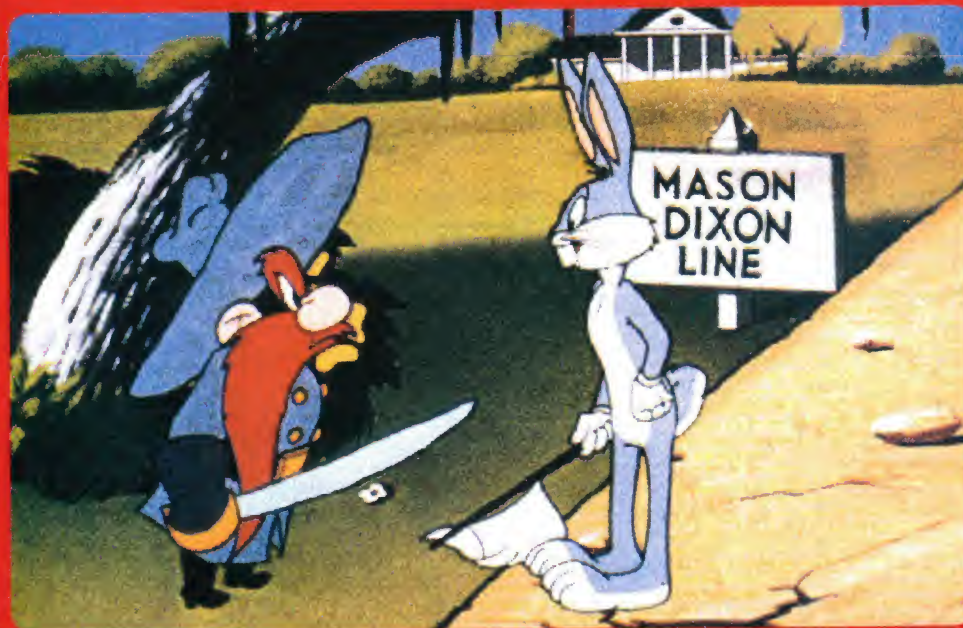
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That's not all folks!!!

It's long been known that Infogrames had acquired the Looney Tunes license, but they surprised just about everyone with the announcement that they're not just working on one, but as many as five N64 games based around much loved characters such as Bugs Bunny, Daffy Duck and Marvin the Martian.

"There are already a lot of ideas floating around based on the fun cartoon characters," said Infogrames' Arthur Houtman. "You know, multi player gaming and stuff – it's gonna be hilarious fun!"

In the past, Looney Tunes games have always been well received and given the power of the N64 it's surely feasible that we could well see cartoon quality graphics and animation, and if that happens and Infogrames get the gameplay right, then these could well be a treat indeed.



Stalled Again



In what should probably come as no big surprise to anybody who has been following Nintendo 64's third-party developments for the last year or so, Seta's Rev Limit has received another delay and is now scheduled for a Q4 '98 release date.

The game, which has been described by critics who have played it as a very beautiful, but exceptionally tedious racer, has suffered numerous delays, and so it's not exactly come as a shock that it's been pushed back again.

Hopefully, all this time in development will mean that this will be of the best N64 racers so far, but by the time this finally appears we'll probably be zooming round on F Zero X and having too good a time to actually care! We're told that this will definitely get an official release in the UK – even though Seta's most notable game so far, Wild Choppers, doesn't look likely to be picked up in the UK – but it's now so far away that we're looking at Christmas at the absolute earliest!

Acclaim's Favourite Packer

Guess who's back! Despite a humbling defeat at the hands of the ageing John Elway in Superbowl XXXII, Acclaim has re-signed American Football superstar and Green Bay Packers' Quarterback Brett Favre (pronounced 'Farv' in case anyone was wondering) to endorse its upcoming '99 edition of NFL Quarterback Club, which is due out in September of this year, around the time of the new season.

Evidently, the fact that the Green Bay Packers lost the Superbowl has had no bearing on the company's decision to re-hire the star quarterback for the sequel, and to launch the license Farve explained in a carefully scripted, gushing



kind of a way: "NFL Quarterback Club '98 is the best sports video game I have ever seen and I am proud to be associated with it. I look forward to working with the Acclaim Sports team to make next year's game even better."

Favre will again appear on the game's box and in Acclaim's commercial advertisements for the product. His input will be used by the development team to make the new game as realistic as possible.

Neither Acclaim nor Iguana is releasing any details on NFL Quarterback Club '99 yet, except to say that "the game will be much better." Let's hope so.

Release Schedule

Key: Green - UK Release Blue - American Release Red - Japanese Release DD - 64DD Game HW - Hardware Black - No Specific details

1998

Mystical Ninja Starring Goemon	Konami/KCEO	March 02	Carbunkle's Quest (PuyoPuyo Sun)	Take 2	May
Yoshi's Story	Nintendo	March 09	Deadly Arts (G.A.S.P.)	Konami	May
Super Speed-Race 64	Taito	March 13	Forsaken	Acclaim/Iguana	May
Aero Gauge	ASCII	March 15	Tonic Trouble	Ubi Soft	May
Powerful Pro Baseball 5	Konami	March 19	AcclaimSports Soccer	Acclaim	June 01
Sonic Wings Assault	Video System	March 19	Quest 64	THQ/Imagineer	June 15
Quake 64	Midway	March 23	Cruls'n World	Nintendo	June 29
Deadly Arts (G.A.S.P.)	Konami	March 26	Mortal Kombat 4	Midway	June 30
Susume! Taisen Puzzle Dama	Konami	March 26	64DD	Nintendo	June HW
Air Boarder 64	Human	March 27	F-Zero X	Nintendo	June
Bio Tetris	Amtex	March	FIFA World Cup '98	Electronic Arts	June
Deadly Arts (G.A.S.P.)	Konami	March	FIFA World Cup '98	Electronic Arts	June
Elftale (Quest 64)	Imagineer	March	GEX 2	Midway/Crystal Dynamics	June
Kiratto Kalketsu! 64 Tanteidan	Imagineer	March	Hashire Boku no Uma	Culture Brain	June
Quake 64	GT Interactive	March	International Superstar Soccer 2	Konami	June
Rampage World Tour 64	Midway	March	Pokemon Stadium	Nintendo	June DD
Robo Wrestling	Culture Brain	March	Pro Shinan Mah-Jong	Culture Brain	June
Snowspeeder	Imagineer	March	Superman: The Animated Series	Titus	June
Space Dynamites (Dark Rift)	Vic Tokai	March	UEFA Soccer	Ocean	June
Virtual Chess 64	Titus	March	Cats & Rats	Mindscape/SSI	Q2
Bomberman Hero	Hudson	Q1	Conker's Quest	Rare	Q2
Fighting Cup(Fighter's Destiny)	Imagineer	Q1	F-Zero X Expansion Set	Nintendo	Q2 DD
Forsaken	Acclaim	Q1	International Superstar Soccer 2	Konami	Q2
King of Pro Baseball 2	Imagineer	Q1	Legend of Zelda: Ocarina of Time	Nintendo	Q2
Let's Smash	Hudson	Q1	Jest	Ocean/Curved Logic	Q2
Mike Piazza's StrikeZone	GT Interactive	Q1	Jikkyou World Soccer 2 (ISS 2)	Konami	Q2
Morita Shogi 64	Seta	Q1	Misslon: Impossible	Ocean/Infogrames	Q2
Pachinko 365 Days	Seta	Q1	Mission: Impossible	Ocean/Infogrames	Q2
Space Station: Silicon Valley	BMG/DMA	Q1	Rev Limit	Seta	Q2
Space Station: Silicon Valley	BMG/DMA	Q1	Rev Limit	Seta	Q2
Super Robot Spirits	Banpresto	Q1	Robotech	Gametek	Q2
Tonic Trouble	Ubi Soft	Q1	SimCity 64	Nintendo	Q2 DD
1080 Snowboarding	Nintendo	April 01	Space Circus	Ocean/Infogrames	Q2
Earthworm Jim 3D	Interplay/Vls Interactive	April 01	Wreckin' Balls	Acclaim/Iguana	Q2
NBA Courtside	Nintendo/Left Field	April 27	WWF: Warzone	Acclaim	July 01
All-Star Baseball '99	Acclaim/Iguana	April	Banjo-Kazooie	Nintendo/Rare	July 27
Banjo & Kazooie's Adventure	Nintendo/Rare	April	Blo Freaks	Midway/Saffire	July
Mystical Ninja	Konami	April	Capture Cartridge	Nintendo	July HW
Snowboard Kids	Nintendo	April	Mario Artist: Picture Maker	Nintendo	July DD
Tonic Trouble	Ubi Soft	April	Mario Artist: Polygon Maker	Nintendo	July DD
UEFA Soccer '98	Ocean	April	Mario Artist: Talent Maker	Nintendo	July DD
Wetrix	Ocean	April	NBA Basketball (NBA Courtside)	Nintendo	July
Wreckin' Balls	Acclaim/Iguana	May 05	Nintendo 64 Mouse	Nintendo	July HW
MLB Featuring Ken Griffey, Jr.	Nintendo/Angel Studios	May 25	Onegal Monsters	Bottom Up	July
			Caesar's Palace	Crave/Player 1	August



BUB TAYLOR bites the capital

The venue: Nintendo HQ, Washington DC. The event: Nintendo's Gamers Summit for journalists. The reporter: industry legend Johnson 'Bub' Taylor. The games? Just about everything you lot are slobbering to get your greasy little hands on! Wish you were there? Well, so you should. We did!

Legend of Zelda: Ocarina of Time

Nintendo surprised everyone with a shock showing of the most eagerly awaited game ever. The version shown was obviously Japanese, and was running on development kit as opposed to an actual N64 (which means that a PC – used for actual coding – is hooked up to the chipset and the game merely runs through it). But that didn't stop jaws around the room from dropping almost simultaneously!

I have to say that no amount of written word can do this incredible game justice – a fact that I myself would never have believed until I saw it myself. It quite honestly looks a thousand times better in motion than it ever could on a still screenshot, and I just wish that you could all have seen it too, so that you'd all know I wasn't exaggerating at all!"

Picture the scene. You're sat in a room with a sizeable number of journalists, all wondering what's going to happen next, when all of a sudden the lights dim, and in front of you Zelda 64 flashes into focus on three enormous television monitors, with the game's opening music blasting

all around you (courtesy of Nintendo's 'has to be heard to be believed' surround-sound stereo system). A moment later and you're witness to the now famous horse-riding scene, and it's all being controlled by a Nintendo representative! Yes, that's right, we weren't actually allowed to get our hands on it ourselves! You wouldn't believe the frustration level! Still, the 10 minute showcase left no one feeling let down I can tell you!



MLB featuring Ken Griffey Jr.

Ken Griffey was finally playable (the game that is, not the actual Major Leaguer!), though we were told that it's still only 50% complete. However, even at such an early stage (early? It's been in development for years!) the game is looking great. The animation of the players is smooth and very realistic, and the complex hitting/pitching system is very impressive and should shape the future of baseball games.

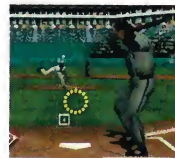
Certainly the greatest aspect of the game looks to be its gameplay, although it's difficult to have a serious opinion having only played the game for about 45 minutes. Angel Studios has created an original batting/pitching system which is miles ahead of the competition. As a hitter steps up to the plate the player direct the angle and position of the bat via a small circle located just above the plate, which is moved around with the analogue stick. This makes for precision hitting. And I do mean precision! A slight miscalculation can lead to a strike.

Likewise, the pitching system is equally

impressive. It uses a blinking circled cross-hair which represents the pitcher's heartbeat. The cross-hair blinks in and out of view depending on how fatigued the pitcher is.

Players attempting to strike out a potential hitter must throw the ball when the cursor is out of view, so that the batter has no idea where the ball is going to go. If the ball is pitched when the cursor is visible, the batter will know exactly where the ball is headed and can send it flying out of the ballpark with relative ease.

Combine both the hitting and pitching system together and you get a very strategic baseball simulation. Imagine the possibilities for an evenly matched two player game! I'm getting excited just thinking about it!



STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS

We've just heard that since receiving Bub's report, work has cracked on a pace and Nintendo reckon that 1080° is now 99% complete and will definitely hit its US release date of April 1!

STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS

Banjo-Kazooie

Banjo appeared in good form, fully playable and gut-wrenchingly cute. Despite the fact that the game is obviously influenced by Mario 64, it's a joy to play. Rare has done an brilliant job creating the 3D worlds (as ever), with beautiful textures, great level design and finely detailed characters.

Once known simply as "Project: Dream" Banjo-Kazooie has always been in the spotlight, even before anybody knew exactly what it was. The simple fact that it was developed by Rare was enough to keep hopes and anticipation high. But it was 1997's E3 (Electronics Entertainment Expo) sighting of an early version of the 3D platformer that immediately alerted the media to its promise.

Everything about Banjo-Kazooie screams Super Mario 64 at the top of its voice, from the nature of its huge worlds right down to its gameplay mechanics (the control system for example is frighteningly similar). But in the same way that Rare took the disappointing Mario Kart 64 and turned it into Diddy Kong Racing, they look to have gone one step further this time by grabbing what many still believe to be the best game of all time by the throat and improving it in every way!

Puzzles and tasks are handed to Banjo-Kazooie in each world, which adds a whole lot more to the game. In Gobi's Valley for example, players find themselves in a room filled with over-turned tiles. Kazooie can nose-dive (very similar to Mario's butt-stomp) on a tile and it will turn right-side-up, revealing a design. Each tile has a matching



design somewhere in the room. Banjo-Kazooie have 99 seconds to match designs for each tile. Remember the card game Concentration? Same thing. And that's the sort of thing you can expect.

What can I say? I had thought Banjo-Kazooie would be a complete clone of Super Mario 64 and in many ways it is. But Rare has improved upon the genre and not merely borrowed from it, which makes for a vastly entertaining game and not a re-hashed one. I played this more than any other at the Summit (because it gripped me immediately, not especially because I was looking forward to it), and come July 27, Nintendo 64 owners will have quite easily the best 3D platformer of all time available for their machine.

1080° Snowboarding

I must admit that this was the big one for me, and when I left I was disappointed with myself for getting so wrapped up in Banjo and not spending more time speeding my rad-ass down the slopes of 1080°. I like nothing better than rushing through the purest powder in real life, and can't wait to be able to do it on my N64 whenever the whim takes me.

The game is programmed by the WaveRace team and in quality terms it shows. The version playable was only 80% complete, but still the only word I can use to accurately sum it up is awesome! The feel of the game was all you could ever hope for, and the control system, well, this is as close as you'll get without actually strapping on a board!

This astonishing feel is achieved by a simple control method. You use the analogue stick to move forward, you can crouch to increase speed by pressing Z, and the R button enables tricks to be pulled off. Switching your perspective during play is possible, and you can even choose regular or goofy foot stances before playing (for the uninitiated a 'goofy stance' is



right foot forward on the board).

Graphically the game is stunning too. Snow blows up into the air when you pull wide turns, and even falling snow appears in one of the levels. This falls in windswept patterns that look extremely realistic. Your racers, of which there are three (a young girl, a hot dogger, and a macho

adult male), each have variations of top speed, weight, and acceleration.

For those folks who love to pull off moves, you're in for some fun. The designers have created ledges and slopes you can 'board' up onto, slide across, or jump from. Some of which are majorly rad! The feel of the powder is equally awesome, but it slows you down so you should try and stay on the icy parts as much as possible.

However, I have to say that the unfinished game did suffer from slowdown, polygonal glitching, and graphical pop up. But there's absolutely no doubt that these problems will be resolved in the final version of the game. This is sure to be amazing and once again the best game in its genre will appear only on the N64 later this year!

Famista 64



Steeriike one to Namco as the battle of the bases hots up

Wouldn't be surprised if this is called Smash Baseball if it ever gets an official release! Namco's own inimitable style of sports game takes its place at the plate. Batter up!



You can whip the crowd up into a frenzy of support



In true Namco style you can play on a castle roof



YEAH, This is what sports games should be all about. You can ram your fancy motion captured realism right up where

all but the most sexually adventurous fear to venture and leave it there for all I care. Give me cartoony characters, absurd locations to play in and loads of hidden surprises popping up all over the place any day of the week and I'm happy.

My philosophy has undoubtedly been shaped by Namco's, and my heart leapt when it became apparent that, for all the power at their fingertips, they weren't about to let their long held beliefs about how to make the perfect sports game be knocked off course by something as insignificant as a new console. Famista 64 is all that I'd hoped for and more, and is very much in the much loved Namco tradition.

Okay, so it's a baseball game, and the xenophobes amongst you will no doubt have already turned the page, dismissing it at the mere mention of such Yank nonsense, but who cares? Hopefully, I'll be able to convince those of you that have stuck around that it was worth the effort. Who knows, maybe even a few of you will become the proud owners of one of the most enjoyable N64 sports games I've played so far? And



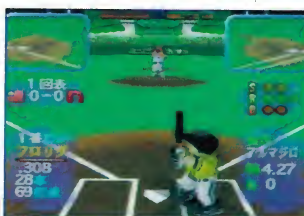
that's what makes it all worthwhile.

Ever played Smash Tennis on the SNES? How about Smash Court Tennis on the PI**Station? No? Or perhaps Everybody's Golf on the same machine? Well, if you have then you'll have a pretty good idea of what to expect. This game is so quintessentially Namco Sports that you instantly feel at home, sat in your favourite armchair by a roaring fire with a steaming great mug of coffee at your side. Oh yeah, and it's raining outside so you feel extra cosy.

A little League of their Own

As soon as you turn it on, even through the haze of seemingly endless Japanese menu screens you know that this is quality. There are so many options, things to tweak and play around with and different modes of play that it's difficult not to be overwhelmed by the grandness of it all. Yet underneath that there's a beautiful simplicity to the proceedings that simply won't allow you to get frustrated with the gameplay.

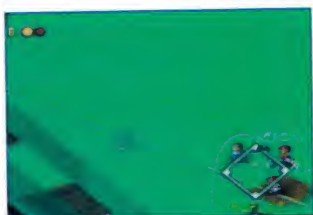
A contradiction? Not really, but it's difficult to explain. Put it this way, when I was a kid I was always captivated by the advertising slogan for Othello. No, not the Shakespeare version, the



It may be cartoony, but movement is still realistic



At times the animation is quite stunning in close-up views



The fielding is really difficult to get to grips with at first



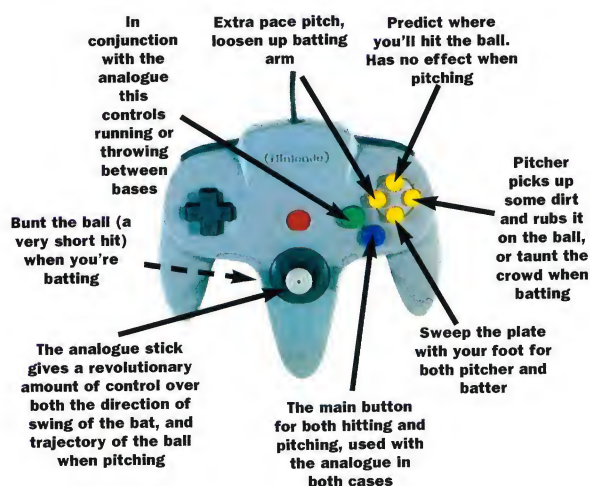
But once you do it's not too bad, although still a let down



Remarkably the Japanese text isn't too obtrusive



If the ball bounces behind the line it's classed as a foul



board-game. As luck would have it I can't actually remember the exact wording now, but it went something like: 'Five minutes to learn. A lifetime to master!' I always thought that was a brilliant concept, so much so that it's stayed with me to this very day. A game so simple that even the biggest idiot can pick it up and have a go, but with such subtlety of design and strategy that you could never truly say you couldn't get any better at it. Surely this achievement is any game designer's holy grail, and while it's perhaps a bit gushing to lavish such praise on this particular game, I must admit it's not totally unjustified.

It's a testament to Namco that they've actually made the menu and options screens easy to negotiate even for someone who doesn't speak a word of the native language. Within 10 minutes of concerted effort I'd sussed out what most things did, and for the first time when I've been playing a Japanese game I don't remember once feeling confused. Steel yourself for a bit of trial and error and it's a remarkably painless affair.

The game itself is so simple and fun to play (yet difficult to master!) that I'm convinced it would win over even the most hardened baseball sceptic in a matter of minutes were they to give it the chance. Pitching is simply a case of holding down the A

button to bung the ball down

towards the batsman and then manipulating the analogue stick to adjust its trajectory. I'm sure at this point you're not exactly excited by the prospect. Don't worry, a feeling of indifference is quite normal. It's only when you actually get to do it that the beauty of the system comes shining to the fore.

Strike! Yer out of this Dockyard!

In the past, baseball games have usually called on you to select the pitch from a list – which to my mind has always been fine – but in Famista you actually have to do it. And that's quite revolutionary! I suppose it's a bit like after touch in a lot of footy games really, so it's not exactly an original idea, but used in the context of this type of game, well, it's incredible that it's never been done before.

Obviously you can't do anything too outrageous with the pitch, because despite its cartoony feel, the main part of this game is most definitely simulation material. You start off with your front line pitcher – the best man for the job – and if he's any good (i.e. he's in one of the better teams) he can work wonders with the ball. All the pitches



The little yellow M&M is alright, but I prefer Smarties



As the pitcher tires it becomes easier to pick his pitches

Famista 64

Early Learning Centre

The sub games serve a dual purpose. They're there not only to entertain but also to educate as Namco cunningly guides you through the basics of baseball. Admittedly some are of more use than others, but all are a right laugh, and a nice break from the actual game. Not that you need it of course, but it's nice to have...



Fielding Practice
A batter continually hits balls in your general direction which you must stop and then return to home plate in order to score points. Sharpens up general fielding techniques



Snowball Fight
Great multi player fun in a Bomberman-style in which you hammer around chucking snowballs at your opponents. Designed solely to teach you to throw to bases accurately



Target Practice
Hit the ball into a field populated by famous Namco characters. The twist here is that the ball is a bomb and destroys anything nearby. Helps you learn directional hitting



Distance Hitting
Five hits are measured for their distance, with the top three distances being added together to create a total. Teaches you valuable power hitting and home-run skills



Drawing game
Totally pointless, but good fun nonetheless. A symbol is flashed up in the middle of the screen, and using your line marking machine you have to recreate it!



Pumping Thang
Again no use whatsoever, just a quirky little sub-game. Rotate the analogue as rapidly as you can to operate the pump and blow the balloon up. First to burst the balloon wins



Race Round the Base
A two player race in a Track & Field vein. Both players bash the A button as quickly as possible to try and be the first 'round the diamond. Gives you speed in the field



▶ you'd expect are available – curveballs, sliders etc. – but you actually have to do them for yourself. With a bit of practice you can do even more with the ball, bending it first one way then the other in the same delivery (I believe this is called a Change Up, but don't quote me).

I've got a Ballpark Figure

Not only is this an original way of doing it, but it also puts a whole new face on the tactical side of the game. Tempting batters to take a swing at a ball that only you know is going to break at the very last second and make them look foolish is great fun, especially in two player mode. The whole nature of the game between two evenly matched players changes from one of randomness to something more like a game of chess, with the ability to 'pick a pitch' early becoming a massively important skill for a batsman to acquire.

Batting itself is also a breeze – merely press the A button when you think it's the right time to swing – but again there's so much more to it both in terms of actual execution and strategy. Once again the analogue stick is the key. Push up to raise the height of your swing, and down to lower it and, if you've judged the pitch well and timed it correctly you can pretty much hit the ball wherever you want at whatever height.

Pushing down causes the bat to drop and the

ball to be sent upwards (known as a fly ball) which has the best chance of being a home run, but runs a greater risk of being picked off for a catch. Pushing up causes the ball to be hit in a downwards direction (a grounder) which is far less spectacular, but reduces the risk of being caught out, as well as giving you the chance of running and gaining a base.

At first, as with any baseball game, until you get the timing of the swing right you're in for a pretty frustrating period of swinging at nothing most of the time, and then when you do connect you'll find the fielder's glove with seemingly unerring accuracy. Resist the temptation to switch the machine off and you'll soon start to realise that not only can you hit the ball almost every time, but you also have more control over where the ball will go than you ever dreamed.

With confidence comes the ability to delay or hasten your swing in order to hit the ball into unguarded areas of the field. Swinging early will cause the ball to be pulled over to the left (the physics of it being that the direction of motion of the bat at the point of contact will determine the direction at which the ball will travel), while hitting it late will push the ball out to the right. The subtlety here is incredible. With practice (and I'm not there by any means yet) it's possible to hit the ball to any part of the field with a great deal of precision, and learning this is the key to being a good batsman.

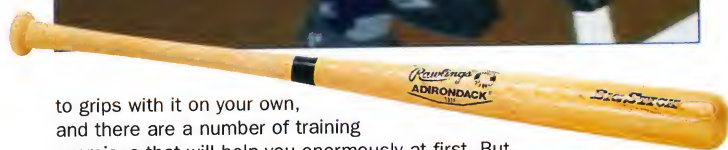
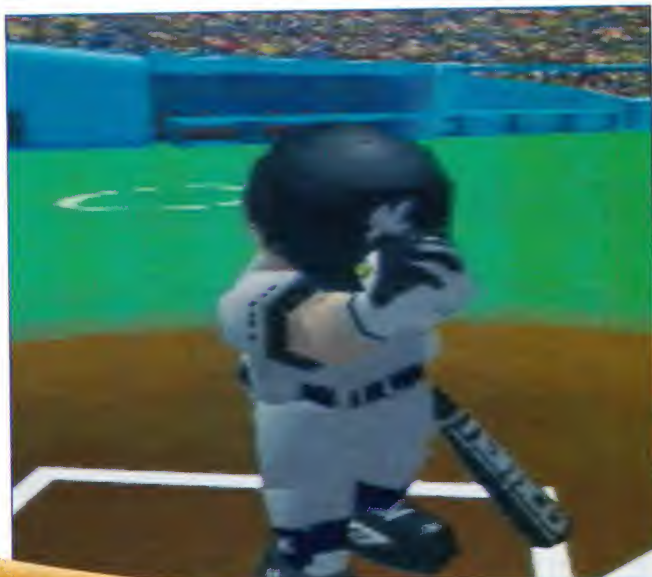
Fortunately, you're not left dangling there to get



You know a game looks nice when it looks like the intro!



To hit a Home Run you need to time the ball perfectly



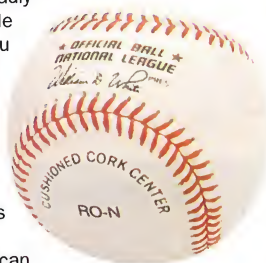
to grips with it on your own, and there are a number of training exercises that will help you enormously at first. But Namco being Namco (they were never going to be boring now were they?), have cunningly disguised the exercises as a series of sub-games that are infinitely more interesting than any training mode I've ever come across. They're designed to make learning fun without actually realising you're even learning something, which really is quite sneaky when you think about it. A bit like Sesame Street I suppose (see the Early Learning Centre box out for more details).

Oh no, no. What's on Second!

All that's left really is the fielding, and sadly it's the only disappointing bit in the whole game. When the ball is hit (assuming you don't catch it) you're then left in control of a seemingly random fielder whose job it is to chase it and chuck it back to the base fielder who'll attempt to run out the batsmen.

Unfortunately, the fielders are about as quick as a three-legged sloth and this makes the whole business a bit of a chore. There are a couple of things you can do – hammer the A button repeatedly for a much needed burst of speed, or dive to catch/stop a speeding ball – but unfortunately with both actions being carried out by pressing the same button you're never quite sure which one is going to happen. It's a shame because it lets down an otherwise fine game, but it gets nowhere near to spoiling the game so don't think I'm ending on a negative note!

Convinced yet? I hope so, because it'd be an absolute travesty if this doesn't get released over here when the likes of FIFA 64 were deemed worthy of our attention. And you can guarantee that if there's a big enough market for it some wily publisher will snap it up in no time! Baseball may not exactly be big business in Britain, but it's my recommendation that you seek out this fantastic little sports game and play it to death. And sod you if you don't... ●



N64 Score

STAMP OF APPROVAL

YOU CAN TELL I like this can't you? What was it that gave it away? It was the review wasn't it? Well, I wasn't exactly subtle I suppose so I can't really complain can I? Anyway, I've got nothing to be ashamed of because Famista 64 – Namco's debut N64 game, and hopefully the first of many – takes its place among Nintendo's sporting greats, and deservedly so. Easy to pick up and play, but with enough skill and practice required before you can actually say you're even average, this should keep you glued to the telly for weeks (like all video games should). For once, this is a game that's actually worth seeking out down your local import shop (thanks in part to the language problems being relatively easy to overcome). I have no hesitation in saying 'Famista 64 rules!' in an embarrassingly child-like fashion. Now where's that tennis game Namco? **STEVE**

- **ALEX** My type of game. The way it's played is as realistic as need be, but the way it looks is as daft as a gold lamé brush. Enough subtleties to keep you 'at it' for ages, even non-baseball fans will love it
- **MARK** What a debut game from Namco! Famista is easy to pick up and will keep you entertained for months. And that's just the main game. All the mini games, like snowball fighting to practice your fielding, make this is a winner
- **NOELY** You know a game's good when you're crap at it but still love it. I'm finally getting the hang of Famista's subtleties (particularly the batting) and it just gets better the more you play. THE definitive baseball game
- **READER REVIEW** I never thought I'd enjoy playing baseball. Don't be put off by the cute graphics, this has everything you could want from a sports game. Brilliant! **Gareth Irwin, Wigan**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY

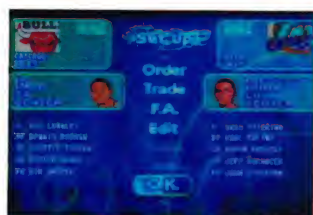


90%

NBA Pro '98

Don't stare too hard at Konami's new sports sim!

Is NBA Pro '98 another blinder of a game from the makers of ISS 64 and Nagano? Or will you just feel like getting your eyes tested? Read on to find out the lowdown on Konami's high flying basketball game



You can trade players between teams to create a perfect team

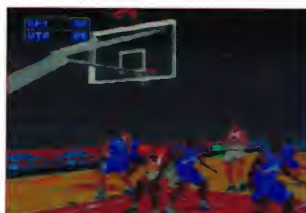
THOSE OF you currently enjoying basketball on Channel Four may just relish the prospect of taking the NBA into your own home. And, thanks to the massive popularity of the sport, it was only a matter of time before another basketball game came to the N64.

Up until now the only option for N64 owners has been NBA Hangtime, a decidedly silly version of basketball with exploding baskets and crazy gravity-defying players. Admittedly it was okay in terms of playability, but it wasn't much fun for those who appreciate the real sport. With this in mind, Konami have gone for the ultra-realistic approach and released NBA Pro '98.

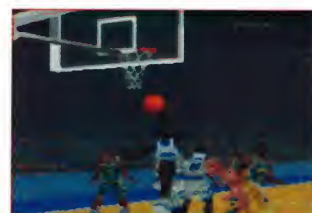
It's the Real Thing

The game has a full NBA license so all the teams and the real players are included. You can also trade players between teams to create your own favourite line-up. Most of the players have accompanying photographs so you can look at the ugly-mug that just scored. As well as mug-shots, the game has complete up-to-date statistics on all of the players. Now I'm not too fussed about statistics, but if you are really into number crunching you will get all the information you need.

There are four gameplay modes including exhibition, playoffs, all-star and full season. So it's great if you want just a quick game or, if you have the time, you can sit down for a long session and complete a whole season.



That guy's head just turned into an orange pumpkin!



He's jumpin' for joy after being offered a part in another game

However, it's not all perfect court action in NBA Pro '98, but before I put on my 'let's slag off this game' T-shirt, I'll tell you the good news. For starters, the animation of the players is great. Motion capture has been used to full effect and the players run around, dribble and shoot with fluid realism. The sound is also good with a variety of realistic crowd noises adding to the game and for once the commentator, who announces the names of the players as they score, is a pleasure to listen to, although he is a bit on the quiet side. But I'm afraid that's it for the good news, now for the slaggin' off.

Do not Adjust your Television

For some strange reason NBA Pro '98 looks like it's been made in spectacular blur-o-vision. Unfocused graphics were the curse of early N64 games, but never before has a game achieved such an incredible level of headache inducing fuzziness.

You know that warning in the manual to rest your eyes every hour or so when playing games (the one you never take any notice of)? Well in this game you really do want to take a rest, if only to stop yourself from going cross-eyed.

The court is also badly drawn and is as bland as eating unsweetened porridge when everyone else is having crunchy-nut cornflakes. The crowd consists of nothing more than a set of coloured blurs, like rows of crayons stacked together in a box. It would have been nice to see some reflections on the supposedly shiny surface of the court, but to be



Utah Jazz try a long shot and fail. Lonsley grabs the ball and





Ten views of ball and hoop



The standard default view is easily the best



Sit by the courtside for close-up action



The second worst seat in the crowd



You can't see the players for the basket



They all blur into one from this distance



A good old fashioned isometric view



This is the worst seat in the crowd



A birds eye view of the action



Behind the player view looks quite good



Ball-cam means you can't tell what to do



After a blatant foul The Bulls line up to take a shot



Erm, I don't think that's going to... shite it's gone in!



The blue blobs have just scored against the white blobs



honest I'd have settled for a little more detail rather than just a horrible blurry beige block.

The ball is also unrealistic and tends to look a bit heavy for what is supposed to be a very bouncy piece of sports equipment. At times it can mysteriously jump towards the basket and then fly back to the player's hands, just add to the feeling that the game hasn't been finished properly.

You can view the court action from one of 10 different viewpoints. Unfortunately, most of them are completely and utterly useless as the action is totally obscured. The one default viewpoint isn't brilliant either as it's too far away from the court, so you can't really see the detail on the characters.

The controls aren't terrible, but then again they aren't exactly brilliant either. You use the C right button to change player which is a bit awkward, especially after using the R button on ISS 64. You'd

think that as makers of a near perfect footy game, Konami would learn what controls worked well and implement these features in a basketball game. But alas no.

Fuzzy logic and Inner Ear problems

The gameplay can be a bit unbalanced. Scoring is quite easy, but defending is an absolute pain in the arse. It's very difficult to judge when to block the other players and stealing the ball is nigh on impossible. The end result is that the game tends to go from one end to the other, both sides constantly scoring, until someone misses the hoop and the opposition get the ball and runs down to get an extra basket. Realistic perhaps, although in the real game blocking and stealing does occur, but it makes for a very unsatisfying video game.

In an attempt to define exactly what was missing from NBA Pro '98, Steve and I had a two player game to try and work out what was



You get to see a photo of the ugly-mug who just scored



Time is running out for Chicago who need to speed up to win

throws to Dennis Rodman (stupid haircut!) who scores!



Review

NBA Pro '98



The ball's up for grabs after bouncing off the hoop



You get a wad of statistics thrown at you every quarter



► wrong. After about 10 minutes we struck upon the answer – it's just mind-numbingly boring to play and tedious to the point that you wish you were doing something else (like washing the car or doing the ironing.)

Don't get me wrong, it's not a terrible game, it's just mediocre. This is made all the worse because NBA Pro '98 comes from the same people that brought us ISS 64 and Nagano Winter Olympics, both of which brought work to a standstill in our office. This game on the other hand, has barely caught a glance from anybody who hasn't been forced to play it because it's their job.

Get with the Pace man

On the whole this is just too slow. Your players stroll around the court and even when you hold the 'dash' button they don't exactly look like they're shifting any more enthusiastically. Now I know that real basketball players do have to work through the defence, but

then there are also moments in which everything seems to click and the ball flies from player to player and ends up going through the hoop. Not so in NBA Pro '98, everything seems to move at the same snail's pace making the game terribly monotonous to play.

This is a disappointing release from a company that has made some great games lately. NBA Pro '98 may suit you (sir!) if you're a big fan of basketball and want a game that has a serious edge to it, rather than the arcade-style NBA Hangtime, but I still wouldn't really recommend it because of its pace ●

N64 Score

I KNOW I'VE been very critical throughout this review, but in truth this isn't such a terrible game. It's got very realistic gameplay (if a bit on the tedious side) and incredibly fluid animation. However, the graphics are truly awful, with so much blurring that after playing for only a short while you start to feel dizzy as your world becomes fuzzy around the edges. To make matters worse it comes from Konami, who we all know are capable of so much more than this. NBA Pro '98 is realistic, but it just goes to show that the best games, even sports games, aren't always carbon-copies of their real-life counterpart. They're the ones that you can sit down with your mates and have a good laugh playing into the early hours. And there isn't going to be much mirth in store for you after a long stint of NBA Pro '98, just a trip to the Optometrist to get your eyes tested. **MARK**

● **ALEX** As ex-Editor of a PI**Station mag, I've seen my fair share of b-ball sims and, to be brutally honest, this isn't one of the better ones. I expect a lot more from Konami (of ISS 64 and Nagano fame). And why's it so fuzzy?

● **STEVE** I'm a fan of basketball, but this is just too dull for my liking, and the lack of a decent viewpoint is annoying. You'd think that if anybody could deliver it'd be Konami, but we're still waiting for the definitive basketball game

● **NOEL** This looks no worse than most basketball games, and I think Mark's made too much of an issue about the fuzziness. Otherwise Mark's comments are largely spot on. Now there's a thing, Mark being right about something

● **READER REVIEW** I liked this a lot more than Mark. The graphics are a bit fuzzy, but the detail's not that bad and the game plays well. It's a lot better than NBA Hangtime
David Brendon, Nottingham

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



70%

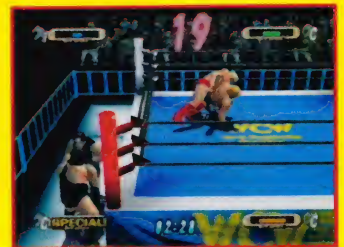
WCW vs. **nWo**
★WORLD TOUR★

ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"

92% - TOTAL 64



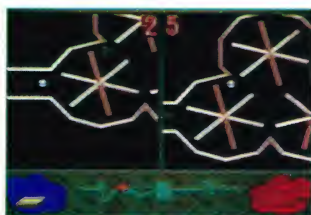
WCW VS. THE WORLD™ ©1997 ASM/K/THQ INC. HULK HOGAN™ IS A TRADEMARK OF MARVEL ENTERTAINMENT GROUP, INC. AND IS USED UNDER LICENSE OF WORLD CHAMPIONSHIP WRESTLING. 1997 WORLD CHAMPIONSHIP WRESTLING™ ALL RIGHTS RESERVED. NINTENDO, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO CO., LTD. ©1996 NINTENDO CO., LTD. LICENSED BY NINTENDO.



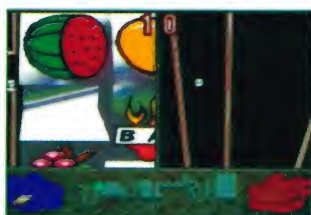
Fire Electric Pen

Once in a while, a game is as daft as its name suggests

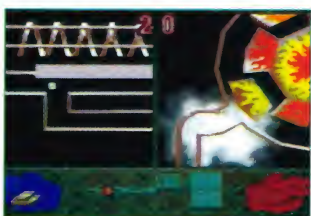
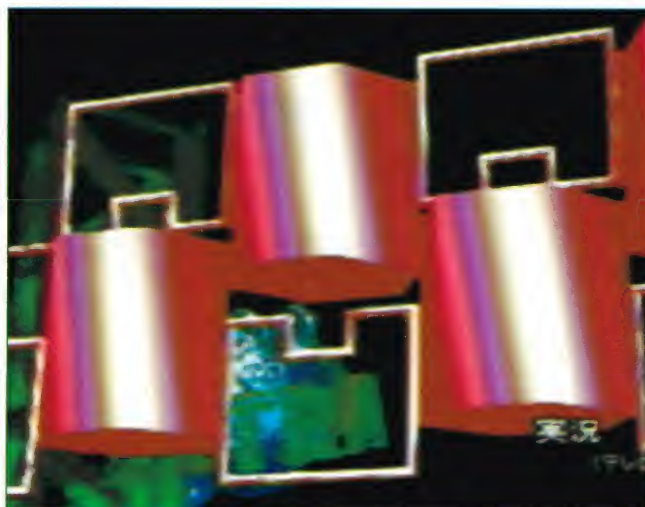
Fancy a little Electric Shock Treatment without becoming a paedophile, mass-murderer or TV evangelist? You do? Then come with me on a journey through time, confined spaces and the finest 3D fillers in history



As Roy Walker would say, 'Throwing a stick in the spoke'



'Giz a go on the bandit, Mister. I know the reels...'



Get past the the wheel of doom on the right and you're ream



A tasty 3D intro sequence precedes each course

Q Ueen ELIZABETH! Bomberman back stick! Eddie Izzard! These are just three of the things the Japanese commentator yells at you as you're desperately trying to concentrate on not touching the sides. No, he doesn't say any of these words at all actually. Because he's Japanese and it only sounds like he's yelling such mad phrases. The temptation to start this review, 'Good old the Japanese, they'll buy anything, won't they?' was almost too much, so I've resisted. Hold on, what's happening? I'm going back in time...

Bottle corks and Bad breath

It's 1980, I'm at the school fete and the biggest crowd puller other than Mrs Moran, who isn't wearing a bra, is the 'guide the metal loop 'round the winding wire course' thing. Excited cheers, nasty taunts and the odd eardrum-piercing buzz punctuate the constant smutty schoolboy chatter as more and more of us crowd 'round, our breath smelling of cheap hot dogs and boiled onion.

Why was it that only the swots can manipulate

the metal loop 'round the windy wire course without touching it and causing it to buzz? Why is it that I, Alex 'steadyhands' Lee, can never quite get to the end without that bloody buzzer going off? Why is it that in 18 years time, a console more powerful than a thousand Space Invader machines (yes, there's one in the newsagent at the bottom of the street) will have a game on it that I'm playing at the age of ten?

Aaaaarrggghhhh! I'm going back to the future... Good old the Japanese, they'll buy anything won't they? Not content with putting Tamagotchis, mah-jong and sumo on our beloved consoles, they've only gone and stuck that daft winding wire thing on the N64.

The thing is, it's actually a good laugh to play and as frustrating as it always was in the days of the class swot, the 10p arcade machine and the Harrington jacket. With the addition of a simultaneous two player vertical split screen option to 'race' against a friend, Fire Electric Pen brings back a thousand memories. The question is, should an N64 game be doing such a thing? Well, yes and no.

I wonder what exciting adventures my electric pen will take me on today?



The easiest course of all



Tricky spiral bit in here



Look out for the spokes



The fruity of doom



en



Danger! Over simplistic gameplay alert!

Viewed from a side-on angle, you're effectively holding a stick (one of four – each can be manipulated slightly faster than the last) which you have to guide between the electrified walls without touching them. The result of which means that the end of your stick looks like a ball and the game is as much like the 'popular family board game' Operation as it does the winding wire thing.

Danger! – High Annoyance

That's pretty much all there is to it, although with the aid of 64bit technology(!) some of the six courses are spectacularly difficult). One course has a fruit machine halfway along where you must stealthily guide your stick through the reels, but the toughest course of them all has rolling rocks to somehow evade by darting in and out of the tiniest hiding places.



Get past this bit and you're an electric pen master



Another of the many impressive 3D sequences



Two player action here as I hammer past Noely

'Hey, Alex, Mrs Moran's bending over to tie her laces!'

Buzzzzzzzzzzzzzzzzzzzzzzz 🟢



Just forget it. Too hard!



Our MD was pump on this!

N64 Score

**INNOVATIVE, ORIGINAL OR
just plain rubbish? Fire Electric
Pen (FEP) is a bit of all three really. It's the
sort of game that won't ever be done again
and, slightly disappointingly, won't get an
official release. It would have been interesting
to have heard the British translation of the
Japanese horse racing commentator on speed,
whose constant rantings make your hands
wobble like electric eel jelly and your veins
pop out like a heroin addict. It's certainly the
first game of its kind that I've seen and the
person who dreamt up the courses must have
been on some fairly powerful hallucinogenic
drug when he was sitting at his development
desk. What ultimately lets FEP down is the
fact that it could have been done on the SNES,
it's as linear as they come and although the
two player option pseudo rescues it, the fact
is, it's too bloomin' difficult! **ALEX****

● **MARK** What the hell is this crap! Guide the ball down a tunnel whilst a mad Japanese guy screams incomprehensible gibberish at you. What a lousy idea for a game and the end result is both tedious and annoying

● **STEVE** Okay, it's no technological marvel, but it is at least different and stands out from the crowd. More of a curiosity than a long-term gaming experience though, since the novelty value wears off a little too quickly

● **NOELY** A real test of gaming skill (that sorts out the men from the boys), which explains just why 'Hovis Boy' Mark hates it so much. It's entertaining, fun and tough, but ultimately a bit short lived to warrant buying at full price

● READER REVIEW After playing this game for an hour, I was beginning to regret writing in! Once I beat the first course, though, I came back to it again and again
Liam Olds, Devon

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



60%

Tohkon Road

Hudson grapples with Japanese Wrestling on the N64

East meets West as Hudson's Tohkon Road enters the ring to take on the mighty WCW Vs NWO: New World Order in a no holds barred contest. Will it be king of the ring or merely a Tohkon gesture?



The text means the match is over, but no one seems to care



It's a tag match and the guy in pyjamas goes to help his mate



As in US wrestling, the action goes on outside the ring



Look at the state of those strides. But I'm not telling him



This guy's got cramp and his opponent is helping him out

WHEN we were supplied with this Japanese cartridge by our friendly importer we weren't exactly sure what we were getting. It's called "Toucan Road" said our importer over the telephone. "Never heard of it, but send it us anyway", says I. Imagine my surprise when I found that it didn't feature any yellow beaked birds and there aren't any roads in it.

As it turned out, the game's called Tohkon Road: Brave Spirits and is in fact a wrestling game. But unlike the bizarre Oozumo (also reviewed this issue) this doesn't feature fat lard-arsed, pony tailed, Pampers wearing, slap-happy, hippo-like mountains (the kind that make Gazza's mate Jimmy Five Bellies look like Twiggy). Instead, it features overpaid, muscle bound, loudmouthed, farcically dressed, pansies garbed in tights and comical costumes that try and pass as athletes in a 'sport' (and I use the term very loosely) that's a recent western export to Japan, namely that of American "wrestling".

Okay, that's enough of the Mark Hattersley-style quips about wrestling (Mark recently outraged hordes of WCW fans with his recent WCW vs NWO review, but then he's not one to flinch from the fiery cauldron of controversy and tweak the nose of terror by having a little 'wee' on the backs of WCW fans). So it's a wrestling game and as such it will inevitably draw comparisons with WCW vs NWO the previous undisputed wrestling king.

Well firstly, before you wrestling fans get too damp in the trouser area you should bear in mind that it's a Japanese release for Japanese wrestling

fans. Yes it seems that American wrestling is popular in Japan (Mark's just shouted over that he can't think why). Therefore, if you're expecting to see all your old favourites such as Sulk Hogan, the Underpanter, and Prick Steiner you'll be sorely disappointed. Hell, there's not even any sign of Sumo Jo or Dim Sum or any such oriental types from westernised wrestling. It seems there's actually a Japanese wrestling organisation in place called the JCW or some such bizarre moniker. (Erm.... it's actually called the IWGP I think.)

Prick held in Place by Underpanter

Immediately then, WCW has the jump over Tohkon Road. Quite simply even the most avid wrestling fans are unlikely to feel the same attachment to a bunch of unknown (to them at least) Japanese wrestlers. However that aside, how does it fare?

Well in truth it does quite well. The first improvement over WCW is the fact that Tohkon Road utilises the analogue stick. I don't know about you lot, but I just can't seem to take seriously any game that has the option to use an

Karma Sutra or Top Wrestling



The guy in grey is about to be picked up



See the guy in white has err... picked him up



Let's get ready to rumble!

Forget your WWF and your WCW titles. Move over Hulk Hogan and the Undertaker. There's a new generation of wrestlers looking to take your title. They're from Japan, they've got unpronounceable names, silly costumes and shout even louder than the muscle bound fools in Western wrestling. So here's a quick rundown of some of those Beasts from the East...



Hiro Yoshi Tenzan



Jyushin Thunder Lyger



Keigi Mutoh



Kensuke Sasaki



Manabu Nakanashi



Masahiro Chono



Naoya Ogawa



Riki Chosyu



Satoshi Kojima



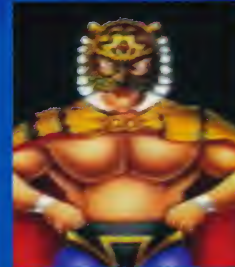
Shinya Hashimoto



Shiro Koshinaka



Tatsume Fujinami



Tiger Mask

analogue stick and ditches it in favour of the obviously inferior digital pad. In theory, the analogue stick should allow you more precise control of your wrestler and this certainly seems to be the case.

Control of your wrestler is fairly simple and despite the Japanese manual and instructions I was easily able to figure out the intuitive control system and was soon stomping, clothes-lining and flying kicking with the best of them. The A button is used to stomp and kick opponents, the B button for forearm smashing, head slapping and the like, while the Z button (in conjunction with other buttons) tends to initiate grabs as well as allowing you to get into and out of the ring.

Each wrestler has his own particular skills and individual trademark moves. These range from spectacular throws and grapples down to individual stomps and slams when your opponent is on the deck. You can climb onto the corner post and do spectacular dives, use the ropes for extra power, or throw your opponent into or even through the

ropes and clear out of the ring. And because each wrestler has his own particular moves, it's worth sticking to one wrestler at least until you've learned most of his special moves.

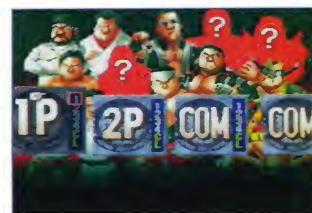
A nice feature (and one which is also present in Oozumo) is the fact that as each player performs a successful move it is displayed on screen. (e.g. as you do a stomp the A button flashes up on screen). This helps to build up your repertoire of moves by mimicking one that your opponent has successfully managed to perform on you.

Do you Have that in Body-checks?

Graphically the game looks the part. Not only do each of the wrestlers have different wrestling styles, but they also look markedly different with their own distinctive garbs and costumes. The wrestlers are made of polygons and these are smooth and regular with none of the blockiness and glitching that's evident in WCW. The animation is also superb throughout.

As with most wrestling games this one has several multi player features which, let's face it, is where most of the fun is to be derived from in such games. So you can play one-on-one against a mate, or else you and a mate can team up against a couple of computer opponents in a tag match. There's even an 'every man for himself four-in-a-ring' event which is essentially a free for all.

One noticeable difference in Tohkon Road is that the ring is much larger than in WCW. This makes matches a little less hit and miss because there's much more room for you to manoeuvre your wrestler inside the ring. In fact, matches in Tohkon Road seem far less flamboyant and



The four player game lets you and a mate take on the CPU



Choose your wrestler from this motley crew of unsavoury yobs

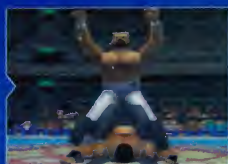


It's a no-holds barred free-for-all. Ooh the excitement

Manoeuvre? You decide.....



Now he slams him to the canvas. Honestly



I give up. Draw your own mucky conclusions

Tohkon Road



Right then mate. Throw me out of the wrestling ring will you?



The stockinged duo (sponsored by Pretty Polly) enter the ring



► fancy than in most wrestling games. Moves in Tohkon road seem to be severely grounded in realism.

For example, one thing that is absent in Tohkon Road that played a major part of WCW is the Spirit Meter. Whether this is due to a lack of moves in comparison with WCW or because they've concentrated on pure wrestling (god forbid) I'm not exactly sure. However, there's undoubtedly a learning curve to the game and wrestling matches in Tohkon Road are often a lot more tactical than you might expect of a game of this ilk.

And don't Call me Shirley

To sum up I'd say that this is an 'almost game'. Tohkon Road is good without ever being brilliant. It looks nice without ever looking beautiful and the moves are well executed and realistically animated without ever looking spectacular. The options are fairly extensive without being comprehensive and it plays well and is mildly diverting without ever gripping you in a wrestling stranglehold demanding to be played and forcing you into submission. It's good, but not that good and since much of it's appeal is aimed at the Japanese market even that novelty factor is denied to us Westerners.

This is yet another average wrestling game you don't need (especially a Japanese one). In fact I can't help but wonder just what a game that was actually called Toucan Road would be like. Perhaps an RPG with a Toucan as the main character, or a fighting game with a Ninja Toucan as the main protagonist or even a driving game where all the characters are birds. Nurse...! ●



This guy is floored by the stench of his opponent's BO



Having trodden in shite he's wiping it off on his opponent



Right that's it. I've had enough of all the tights gags mate

N64 Score

TOHKON ROAD IS a fairly standard wrestling game, with some nice touches, a good analogue control system and fairly enjoyable gameplay. The main problem though is that the Japanese wrestlers are unlikely to inspire western wrestling fans, let alone casual observers, thus removing much of its mass appeal. Ultimately though, my brief here, my mission statement, my purpose in life and indeed the very reason for my miserable existence on this Earth is to tell you whether this game deserves your hard earned cash. The bottom line is that unless you're Japanese and have recently decided to settle in this wonderful country of ours this can't possibly warrant a purchase. It's not so radically different or superior to WCW and in fact, if anything it lacks some of that game's very playable features. Save your cash. **NOELY**

● **ALEX** As regular readers will know, my love of wrestling died when Big Daddy, Giant Haystacks and co. stopped appearing on World Of Sport, so I'm not the ideal person to pass comment. I'll admit it - I haven't played this

● **STEVE** Can't tell one wrestling game from another personally, and I can't see why this is any worse than the other one. But Noely undoubtedly knows more about men in skimpy leotards than I do so I'll concede the point gladly

● **MARK** Nowhere near as good as WCW vs. NWO in my book. Whilst being a decent wrestling game it lacks any of the spectacular features that make a great wrestling game. Still, nice to know that Noely has a purpose in life

● **READER REVIEW** The only reason I get Sky TV is to watch WCW. So as a bit of an expert I'd say this is a brilliant reproduction of the action, but who the hell are these guys? **T Beckett, Rhyl**

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



72%

In racing there is only one position

F1 POLE POSITION



The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22

accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.



Cruis'n USA

With PALs like this, who needs enemies?

Nintendo will make very few friends by giving this atrocious race game an official release! It's taken something like 18 months to reach these shores, and having finally played it, it's not exactly all that hard to see why!



Race across the entire length of good old America



Be honest, have you ever used manual gears in a race game?



A nice variety of cars is selectable at the start



The scenery is a bit samey at first, but gets better!



Getting a good start is vital, but then, you already knew that



You even get the chance to drive over the bridge. Wow eh?



In true 'Outrun' style you have to beat the clock as well



The in-car view almost saves the day. But not quite



NEVER trust a game with an apostrophe in the title. I don't, and you shouldn't either. There's always something more than just a letter missing in my experience, and it's usually in the gameplay department.

The PAL release of this game has always had a certain incompleteness surrounding it. Obviously there's the disappearing letters (surely Cruising USA would be a better name? Or even Cruisin' if you must, but Cruis'n? That must almost be grammatical blasphemy?), but the name stretches right back to the original arcade version.

Then Cruis'n USA was missing off the release schedule for some 12 months, with Nintendo originally deciding it was far too poor to be inflicted on a discerning European market – with only the worrying state of affairs regarding the number of games available in the UK convincing them that they needed to be a bit less choosy.

And now that the PAL release is here, it's quite depressing to note that it's missing just as much

atmosphere, challenge, playability and technical achievement as its American counterpart was. Oh dear, I don't mean to be totally negative, but I'm really scrabbling to look on the bright side. I'll soldier on though, maybe one will come to me before I get to the end?

Touched by the Hand of Bod

Cruis'n USA was created originally by gaming legend Eugene Jarvis, who also designed classic games like Defender and Robotron (see the box out for more info). Cruis'n originally came out near the end of 1994, was a hit in the arcades, won industry awards, and still takes in a lot of fifty pences from the delinquent types who hang around in those sorts of places (apparently).

Even though his successes came before my time, all respect is due to Jarvis for shaping the industry the way he did in the early 80s. But I'm sorry Eugene mate, Cruis'n' USA for the N64 is a game that fails to deliver the slightest bit of fun. Now I've never actually played his original version, but I'm told this is pretty much a straight port of



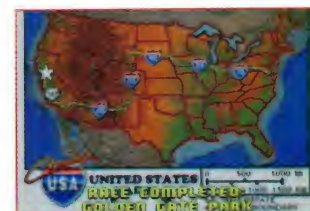
Bloody roadworks! What's that Cones Hotline number again?



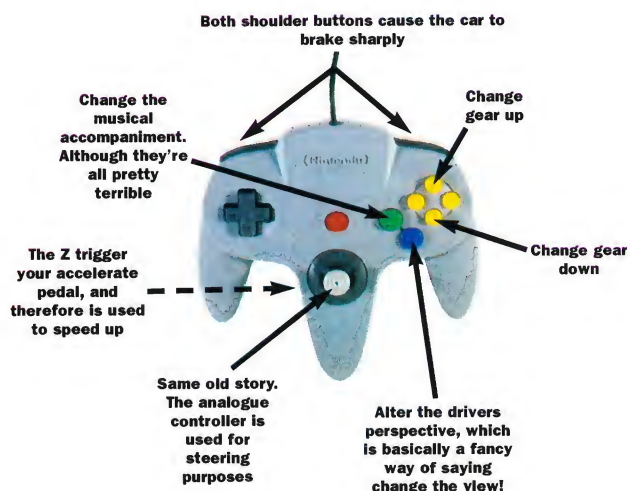
Look, it's a driving game, what do you want me to say?



Strangely the police don't seem to bother about speeding



Personally I'm waiting for Cruis'n UK's Grimsby stage!



Is that you Jean?

Eugene Jarvis. Mean anything to you? Well it should, because if there's a single person in the industry that can truly class themselves as a legend then it's him! In the early 1980's, when everyone was content with the single screen type of game made popular by the likes of Pong, Space Invaders and Pacman, he single handedly revolutionised the industry by adding multiple objectives and a playing area consisting of more than one screen! That game was Defender, and in many people's eyes, it was this one game that proved to be a crucial turning point. He's also responsible for Robotron, so let's hope that Cruis'n USA is just a blip in his career!



that game. Take into account that it's over three years old now and it's not so unbelievable, given the fast moving nature of the video games business that it feels quite so dated already. After all, 36 months is almost a lifetime in this fast moving business.

However, that's no excuse. Look at the power of the N64, and then take a look at the game. Nobody's telling me that this game makes full use of the technology available! It's understandable (although not excusable) in that this was rushed out to hit the launch date of the console itself in America, but there's been well over a year to put that right now, and if they couldn't be arsed putting the work in then they shouldn't have brought it out over here.

Driving in my Time Machine

With the exception of the driver's seat view, which adds a little (but no where near enough) excitement, the feeling of speed simply isn't conveyed to the player, and it's even slower when playing two-player split-screen mode. It's a

damning statement to make, but if it was a choice between playing this or the decade old Out Run (of which the game is very reminiscent at times) then I'm afraid I'd go for the inspiration than the imitator every time.

Also missing are some decent tunes to drive along to. The music really is bad. Almost unbearable in fact (and this comes from someone who's colleagues play anything from 80s new romanticism, to modern jazz and Hawaiian in the office!). Cruis'n's music ranges from an appalling country twangy thing to the usual routine techno track, all obviously composed by a musician who's career has already scaled as many heights as it's ever going to.

You touchy Bast'

The game does take advantage of the analogue control, but again does so badly, and it is exceedingly sensitive. Control of the cars is very loose, with just the slightest touch sending you careering over to the other side of the street. This takes some getting used to, but it's the way



The gratuitous use of ropey, half naked women doesn't help



Control over the car is poor to say the least

Review

Cruis'n USA



Dated is a word that seems to sum up this game quite nicely



It's a good job they've cleared the streets of pedestrians



There's nothing quite as exciting as mounting the kerb

► Cruis'n plays, and with a little practice, players will get the hang of it. However, it would've been nice to be able to turn a bit less sharply at times, but you can't have everything. Or indeed anything in the case of Cruis'n it seems. The incredibly poor and cheap collision detection, which seems to exist far outside the normal perimeter of the car, does little to add to the fun factor either.

Should have let it Lie

It was a wise decision not to give this a PAL release originally, and seeing as it hasn't changed since it came out in America it follows that it's an unwise one to change their minds.

Ah well, I'm approaching the end of my review and I still haven't stumbled upon that elusive bright side. I suppose die hard fans of Out Run – the game's obvious inspiration – or Jarvis groupies might get some enjoyment out of it, but even for them I'm not too sure. Perhaps everyone should avoid this pile o' crap and keep the legend intact in their minds and all that. After all, some things are better left in the past, like how Diana wasn't exactly a saint, the Busby Babes weren't all they're cracked up to be, and so on. And I think I'd better leave it there before I trample on any more graves... ●

N64 Score

PERSONALLY, I'M NOT

exactly the type to get that excited over any racing game, but I like to think I can still tell a good one from a bad one. And Cruis'n USA is bad. Very bad in fact. The whole thing feels very, very dated, it's not even that fast and it looks far too bland to get any N64 owner worked up (with the possible exception of our very own Mark who thought Aero Gauge looked good). Control of the car is poor, the tracks are fairly unimaginative and there's absolutely nothing that gets the adrenaline pumping as a good race game should. I therefore feel perfectly safe in saying then that Cruis'n USA should've been left firmly planted on the shelf where it's been for the last year or so, and whoever took the decision that this was worthy of a PAL release should hang their heads in shame. Quite clearly not good enough. **STEVE**

● **ALEX** Can't think of a single positive word to say about this, other than at least it helps to make up the numbers in official release terms. But that's all this dour, uninspired racing travesty has to offer I'm afraid!

● **MARK** As a matter of principle I like to disagree with Noely and Steve. But in this instance I find myself forced to agree. This is a lousy boring racing game that should never have been forced upon the British public

● **NOELY** Life is full of questions. Why is Mark so rubbish at games, why does Chris Sutton think he's got a god given right to play for England and why oh why has Losin' USA been released on PAL? A clapped out shed of a game. Yuk!

● **READER REVIEW** I was quite looking forward to playing this, because I thought it couldn't be as bad as everyone says. Looks like I was wrong. This is awful!
Gareth Irwin, Wigan

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



40%

NO POLICE...NO CAMERA...JUST ACTION...

OFFENCE: EXCESS SPEED...

REC



64

BIT POWER

94

MILES PER HOUR

3D

ENVIRONMENT

STEREO SOUND

PRECISION CONTROL

MULTI-PLAYER

DATE: 12.12.97



SPEED: 176mph

FOUR PLAYERS, EIGHT SUPER CARS, SEVEN TRACKS, FIVE RACING MODES...

AND THE NEXT BEST THING TO HAVING ONE PARKED IN YOUR DRIVE...



ONLY ON



NINTENDO⁶⁴

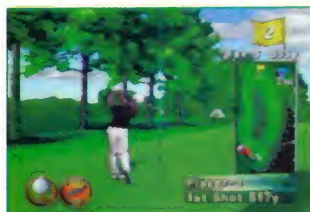
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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Augusta Master

I am Tiger Woods. Err... okay I'm not. I'm Paul Noel

Despite never having set foot on a real golf course (my style and immaculate dress sense having prevented me from doing so), I'd fancy myself giving Tiger Woods a run for his money when it comes to golf games



Player 1 goes for a risky shot over this row of trees

GOLF is a funny old game. I've never quite understood the attraction of wandering around a park, dressed in pyjamas, or Rupert Bear trousers, while hitting a small white ball with a stick. Not only that, but to then pay an extortionate fee for the privilege is sheer madness.

However, while I may not exactly be a Tiger Woods in real life, I do like a good game of golf on the computer. Ever since the days of PGA on the Atari ST, golf has been one of those games that's brilliant to play once you get a few mates round. So it's strange that so far the N64 has been lacking such a game. Yes I know that St Andrews Golf was the first game, but that title is so bad as to not really warrant consideration.

I can't pull a Birdie to save my Par

So how does Augusta Masters fare? Well pretty well actually. I could have said you'll just have to wait until the end of the review. However, you've probably gone and spoiled the surprise by looking at the score already so there's no harm in letting the caddy out of the clubhouse.

But let me tell you why it fares so well. Firstly, it looks the part. The game has a very polished high-res appearance. Whereas the garish graphics in St Andrews looked as though they belonged in a SNES game, the graphics here wouldn't be out of place in a PC game such as Links Golf or PGA Tour (admittedly a PC game of a year or so ago rather than a 3Dfx title).

Secondly, the game is absolutely teeming with options. You can choose to play Match Play, Stroke Play, Skins, Tournament, select your preferred set of clubs, choose your own golfer's strengths and weaknesses, even down to being able to select the way you want your caddy to look when you're playing a round.



Your caddy offers some advice as you ponder your next shot

In case you're feeling overwhelmed by all these options there's a Quick Start mode that lets you get straight into the action. Once you're actually in-game the menu system is particularly straightforward. To the left of the screen are icons for club, stance, hit point, and shot. Simply click on the icons to alter the relevant aspect of your shot.

The shot meter is the now customary curved arc around your golfer, a feature that's become standard in many golf games since its introduction (which I believe was in the Links series). There's also a handy little marker which comes up to tell you roughly how much power is needed depending on which club you are using. So for example, on a small 8-10 yard chip shot onto the green using the putting wedge with a normal range of up to 100 yds, there will be a small marker a tenth of the way up the arc-shaped shot meter.

The method of putting is also another tried and tested system. A grid is overlaid onto the green, with red and blue sections (red = hills, blue = dips) to

A ball in the sand is worth two in the bush



Oh dear. I'm struggling



A delicate chip shot is needed



Not great but it'll do



Oh Dear. Player 1 has managed to completely 'Duff' his shot



This screen shows the arc that denotes your swing



'98



It's like Gardener's World. Look at all that beautiful shrubbery

L and R buttons - used to control direction of shot as well as to rotate course in zoomed view

Up C - rotates your view of the course

A button - selects shot, club, and swing etc

Z trigger - switches between views

B button - cancels previous selection



When putting the greens are overlaid with a handy grid

represent the rises and dips in the surface and contours of the green.

In fact putting is a little bit more difficult to get the hang of in this game. Unlike some golf games where on a 15ft shot your putter's range will reduce to a 20ft maximum, the putter here remains at a standard 100ft. Unfortunately, the putter doesn't give you a marker, leaving it to your own sense of judgement to gauge exactly how much power is needed on any given shot. This can be a problem initially because it makes it far easier to completely fluff your putt and hammer it past. However, once you've taken this into account then you do get used to it.

Do a spot of Hand Dancing

The actions of your golfer as he performs his swing are well animated as are the post swing depictions of your shot. Once you've struck the ball the camera tracks its flight through the air (complete with impressive lens flare effect). As your ball travels through the air it leaves a little trail in its wake which helps you to see it (plus it looks quite snazzy).

What I like so much about Augusta Masters is the fact that it's all fairly intuitive. Despite the fact that the version reviewed here was a Japanese cart, most of the menus have English text, so it's easy to work out exactly what is going on. Everything can be tweaked and the control menu is comprehensive enough to let you perform advanced shots and yet at the same time straightforward enough for a novice to jump straight in.

My one real criticism is that there is only the one course (though to be fair, the name of the title makes no pretensions of having anything else). That aside though, you can rest assured that the game looks and sounds good, and has all the options you could want from a golf game ●



Oops. I've ended up in some bizarre Martian-like landscape

N64 Score

OKAY, SO GOLF is still a silly sport, involving a ridiculous dress code, mason-like handshakes and exclusive golf clubs. But it's an incredibly challenging and fun video game sport so who cares? This makes St Andrews look embarrassing (although to be fair that title does a perfectly adequate job of embarrassing itself). It's a shame that there's only the one course, but with its wealth of playing and saveable options, it's difficult to fault the game in too many areas. What it does, it does well without ever truly blowing you away. Basically, if you want a decent golf game on your N64 then this is it. We've been playing this loads and while I fully expect someone to come along and produce THE definitive golf game on the N64 at some point, until such a time this will keep those of us who enjoy golf games perfectly happy. **NOELY**

● **ALEX** Apart from the shoddy putting system - when you're an inch away from the hole, you can still hit it 100 feet - Augusta plays a decent round. As I've played it as much as Noely I'm inclined to agree with his score, though

● **STEVE** The first golf game of note on the N64. And it's good. But it should have been a lot better. One course is a long way from being enough, and while Augusta Masters '98 is well presented, it leaves me feeling quite cold

● **MARK** I haven't played this as much as the others, but that's because it didn't really grab my attention. By no means the worst golf game I've ever seen, but this is still lacking in a lot of ways. Let's hope the next one's better

● **READER REVIEW** I had a laugh playing this with all the N64 Pro team, though I must admit they gave me a bit of a hiding. Top golf game though and I'll be buying it on PAL
Roger Bainbridge, Bristol

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



80%

Virtual Hiryu N

Look, just ignore the name will you!

There's another great beat'em-up heading for the N64. This one's got more names than a con artist with a season ticket to the deed poll office. But will Virtual Hiryu No Ken stand out from the crowd and beat up the competition?



A messy fight between Wiler and Suzaka is taking place



Suzaka throws an electric bolt at Wiler to get his space back

H

OORAY! Another stunning fighting game has flung itself onto the N64 and is ready for action. Virtual

Hiryu No Ken (VHNK)

has its problems though, not least of which is trying to pronounce it. Oddly enough it is one of those rare phrases that actually becomes easier to say when you're drunk (and can be used as an insult if combined with the appropriate hand-gestures).

To add the confusion, VHNK has been going by several different names, including Art of Fighting Fist Twin, Flying Dragon Twin, Fly Dragon Fist Twin and various mix 'n match combinations to make whatever name you felt like saying at the time. We considered calling this review Virtual Hiryu Art of Fly Fighting Dragon Flying Fist Twin No Ken, but eventually settled for the original Japanese name until the English version is announced (current bets are on Fly Dragon Twin.)



A swift high kick and that purple fool is blown away



It's boogie nights as seventies retro comes back in fashion



Wiler takes a run up to Shoryu and is gonna mess him up good

Having several different names is strangely fitting because VHNK isn't just a single beat'em-up, it's two fighting games rolled into one. First up is the straight 3D beat'em-up that bears a striking similarity to Virtua Fighter (VF). This is no bad thing, as VF was one of the best beat'em-ups of all time. You can also play the game in 2D, which removes the 3D side-stepping and plays like a cross between VF and

Street Fighter. But if that's not enough fighting action for you, then you can have a crack at the super-deformed characters fighting mode. In this mode the characters are Manga-style with large heads, big eyes and ridiculous moves.

Gulliver's mini Maniacs

We assumed that both modes would have the same characters, but it turned out that the normal and deformed modes use completely separate characters. These two groups of fighters have a separate size and speed and the two sets of

special moves mean that both modes play completely differently. So you are, in effect, getting two completely individual beat'em-ups, both of which would be excellent value if they were sold separately.

The graphics are excellent, especially on the deformed fighters mode where the detail and facial expressions really add to the game.



The leg break: A dirty move from Wiler who kicks Suzaka to





o Ken



The animation is good as well with the fighters moving smoothly from one action to another, but the backgrounds are a bit on the bland side. They are crisp and clear and not particularly ugly, it's just a shame that a game that plays this well can't have the type of interactive backgrounds that we saw in Mace.

'Ken smacks-up Barbie

The character design is good without being particularly innovative. Included are all of your typical Street Fighter look-a-likes split into two groups of weak and quick or tough and slow. The small characters are in many ways more interesting than the large characters, with lots of neat touches such as the action man character who crawls commando-style onto the screen then jumps up ready to fight.

The control system is similar to that of Fighter's



That is one mighty kick coming from Yuuka's long legs

The Fighters



Powers is a US wrestler



Suzaku looks like a nutter



Shoryu really is a nutter



Hayato's nifty haircut



Ryuh packs a good punch



Wiler's just a crustie really



Robonohana only just fits



Yuuka the cute killer



Gengai's the pensioner



Hayato is a bit dull really



Kate's got the breasts



Min Min's got the mini-skirt



And Raima's got a spike



R Falcon in a hard pose



Ryuh is also a midget



Syoryu's a little teapot

Destiny which got my approval in last month's issue. You use the A and B buttons to punch and kick and if you press both down at once you perform a special move which is usually either a powerful kick or a throw depending on how close you are to the opponent. The Right shoulder pad button acts as a block and you can perform stunning counter-attacks by blocking and attacking at the same time.

When playing in the 3D mode the Left shoulder button acts as a side-step move so you can quickly avoid the opposition. If you move the D-pad at the same time as side stepping you perform quick dodge movements such as backward somersaults and a great move where you side-step your opponent and jump around them so you can attack them from behind.

All the obligatory special moves and combos have been included, and I was impressed by the



Action child takes on the American. Just like Vietnam



Syoryu has fancy moves but Min Min's not impressed

the floor then grabs his legs and snaps them like matchsticks



Yuuka used her flared-trouser technique to beat Shoryu

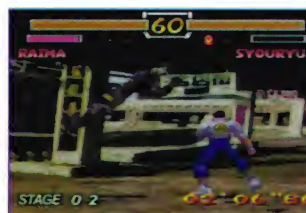


Raima is a techno-ninja with a stunning fighting technique

Virtual Hiryu No Ken



The Flying Head Spike: Raima is fed up with Min Min prancing



Raima thinks that skulking around on the floor is for wimps



Choose your fighter from this selection of big guys



Syouryu takes a pasting as R Falcon hands out punishment



When in doubt use a swift elbow in the ribs to hurt 'em

amount of special moves that have been squeezed into just two buttons. By using combinations of the D-pad and the A and B buttons you can perform special moves, combos, throws, counter-attacks and even special attacks like fireballs and whirlwinds to hurl at your opponent.

For Jap's Eyes only

There is a practice mode where you can learn all of these special moves at your leisure, but it is in the practice room that the problem of Japanese text really becomes apparent. Many of the symbols are obvious, such as arrows for joystick directions but sometimes it's like trying to decipher a riddle, especially on the more complex moves.

The Japanese text is a major problem with this game, not least of which because I got the impression that there was so much I was missing just because I couldn't read the menu screens. The small fighting game seems to have mild RPG



Gengai doesn't let his age stop him from chasing the girls



Min Min does a stunning block and Raima fails to score

elements to it (very mild by the way,) where before you fight you can choose special items such as health restores which you can use mid-fight with the remaining C buttons. There also seemed to be a form a character progression with your fighter becoming more adept as you complete sections of the game, but without English text you're a bit in the dark as to what is really happening.

There are several different modes of play including the standard arcade mode where you work through the opponents in order. You also have a knockout tournament where all the

Use the L shoulder button to prance around the ring and dodge your opponent

Tap the R shoulder button to block and counter attack the opponents

Too lazy to press A and B at the same time? Then press C down instead

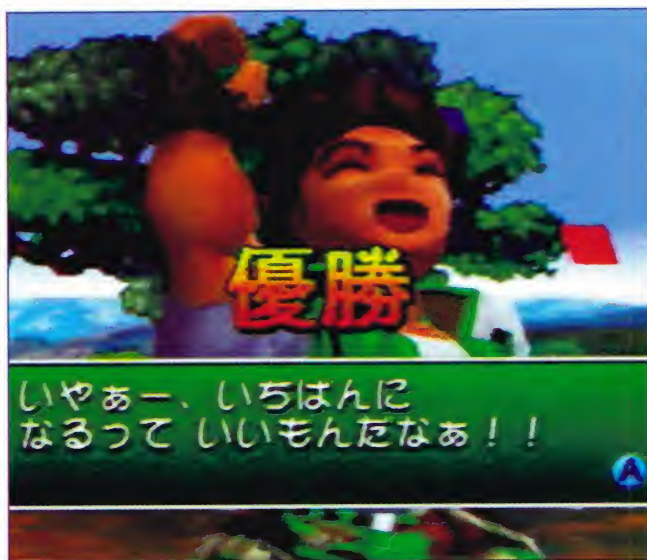
Use the D pad or control stick to move around the ring

Use the A button to kick'em down

Use the A button to punch their lights out



around and ends the fight with a stunning leap and a spike



characters are paired off and you take control of one. You can even watch the computer-controlled characters fight whilst you wait for your turn.

The options screen is also in Japanese so some deciphering has to take place before you can change the technical aspects of the game. The default difficulty setting is easy, and it won't be long before you have worked your way through all the fighters. So you have to go through the Japanese menu to boost the difficulty level. It's not impossible to work out what each setting is for, but it can be a pain.

Big-headed Fighting fun

However, the Japanese text doesn't stop you from enjoying the actual fighting, and there's a lot of fun to be had from Virtual Hiryu No Ken. Both fighting modes are good with fast and responsive controls and sensible special moves that you don't need to break your fingers to get working.

This is going to be a great beat'em-up, it may even be the best fighting game on the N64 when the English version arrives. As it stands though, the Japanese text is so overwhelming that it detracts too much from the game. It's obvious that there's a lot more to this beat'em-up game than just kicking and punching your way through a series of opponents, but that's all you can do on the Japanese text version. My advice is to hold onto your money and wait for the English or American game to come out. The wait should definitely be worth it and we'll be bringing you an update on this stunning looking beat'em-up as soon as we get a copy we can understand ●



R Falcon looks on as Syouryu performs a breakdance routine

N64 Score

TYPICAL ISN'T IT! You spend ages waiting for a decent fighting game and then two come at once. The amazing thing is that both have been crammed into one cartridge. And both are so good that I spent far too long playing this game and had to rush around like a blue-arsed fly trying to get everything else finished. The only downfall is that it's still only available on Japanese import and the amount of indecipherable text really ruins the game. There's a lot that you'll be missing if you buy this on import, which is why Virtual Hiryu No Ken has a reduced score. But don't be put off too much as the fighting itself is brilliant with great controls and lots of special moves. The version with English text should be even better, so my advice is to wait for the official version and your patience will be rewarded with more big-headed fighting fun than you ever thought possible. **MARK**

● **ALEX** Ideal for import fanatics who have to have everything as soon as it comes out, but I'll reserve judgement until the Brit one appears just to see if there's any extras we can't decipher cos of all that Japanese text

● **STEVE** Some nice ideas. I especially liked the two different gameplay modes, but as anyone who knows me will tell you, I don't have much time for beat'em-ups. Not even the good ones. So this didn't do all that much for me

● **NOELY** This just about takes the 'best beat'em up' award on the N64 despite being far from fantastic. It plays well has tons of options and a Japanesey feel with super deformed characters that all adds to its appeal

● **READER REVIEW** I can't wait for this to come out in English so I can carry on fighting with the manic midgets. Wicked stuff, but the wait's going to be a long one. **Dave Grant, Wolverhampton**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



80%

Oozumo



Who ate all the rice? Who ate all the rice?

The noblest of noble Japanese sports hits the N64 with a resounding 24-stone belly flop and, God, it hurts. Strap on your loincloths for some serious oriental blubber action!



My money's on the bloke in blue – look at those thighs!



THE WORLD is full of simple sports. For example: footy – kick the ball into the opponents' net. American footy – force the ball into the other team's end zone. Boxing – hit the other guy until he can't go on. And sumo – push the other guy out of the ring or knock him over.

Nothing could be simpler. You don't even need any equipment, just a big belly and the will to win. Bottoms Up, the most apt-sounding software house there could have been for Oozumo other than Two Fat Japanese Blokes (which, Akira is happy to tell us, doesn't exist), has stuck to the simplistic principles set out above.

Unlike a traditional sports sim, or beat-'em-up for that matter, Oozumo's control system relies on the swift use of the analogue stick and the four camera buttons. Each yellow button has its own function (see controller diagram) and moving the analogue fine tunes each move.

Does my Arse look Thin in this?

The emphasis on simplicity is evident in the look of the wrestlers and the dojos (rings) in which they fight. Although there are 40 sumos to choose from, the only real differences between them are hairstyle, face, body size and loin cloth colour. Imagine if you were ten and were asked to draw a sumo wrestler in 30 seconds using thick marker pens, it would look like the sumos in Oozumo.

What's great about Oozumo is that you can forgive its simplicity as there's enough here to keep you playing that little bit longer. It's a simple sport, so why shouldn't the game be? Although



there are eight different dojos, four of them look more or less identical. The other four, however, add a comic element to the proceedings (see panel for further details) particularly the moon scenario where American astronauts celebrate their landing in the background. Furthermore, although the fighters don't seem affected by the moon's zero gravity, as soon as one of them is thrown, he stays airborne a lot longer than he would on Earth.

Let's Wedgie

While throwing is the most spectacular way to win a bout, the belly splash, the running shove and the spin the opponent round by the loincloth are all daft-looking, yet smug grin-inducing roads to success. It seems that each fighter has his own unique special move (pulled off by pressing the Z trigger in conjunction with an analogue push and a camera button press) although I'm not 100% certain. What I can hazard a guess at, however, is that the single player mode works in much the same way as JVC's critically acclaimed Victory Boxing on the PI*Station.

Each bout you win earns you money/points which can be spent on buying special moves and



This roughly translates as, 'Buy N64 Pro, it's ream'



Call me a puff again and I'll rip your loincloth off

We can scrap anywhere we like



Dojo #1 – traditional



Dojo #2 – nice roof



Dojo #3 – spacious



Dojo #4 – cutesy



Dojo #5 – lunar



strengthening your existing ones until, I suppose, you've got the lot. What I did notice was that when I lost, an old bloke would appear and bollock me – in Japanese of course – so apart from wanting to be the best, there's the added incentive of not being humiliated by an agitated Japanese pensioner.

Hold on, didn't I say this game was simple? Well it's not. As Noely and I found out by playing it solidly for over an hour, there are many hidden nuances. A swift interchange of moves is the best way to victory, rather than just a strength-sapping repeated single button tap. Like in real sumo, from my limited knowledge of it (you may have read my honest appraisal of the sport in last month's 'A Sporting Chance' feature), to win requires subtlety and strength in equal proportions. Getting your opponent off balance is the key – once he's tottering give him a quick lift, shove or slap.

What's the Crack?

I now stand corrected – sumo, with its many and varied push, pull, slap, lift, throw and generally knock your opponent off balance tactics, is no simpler than footy with its Christmas tree formations and sweeper systems, American footy with its mind-boggling number of set plays and boxing, with its jabs, uppercuts and southpaws. Oozum reflects the real sport's hidden complexities nicely and, in the shape of some ludicrous special moves, manages to be self-deprecating and respectful to Japan's ultimate one-on-one sport. Simple? Yeah right. About as simple as sumo wrestling... ●



A bit of a fireball gets launched for a celebration



The ref never gets a decision wrong – apart from when I lose



Whisper sweet nothings while crushing your opponent's balls



Dojo #6 – polar



Dojo #7 – Egyptian



Dojo #8 – stormy

N64 Score

DESPITE its simplistic and blocky polygon graphics, sub-Manga movie sound effects and relentlessly over-excited Japanese commentary, Oozum rises above these annoyances to be a playable and enjoyable game. Whether there's any lasting appeal to a sumo simulation is doubtful, however. Regardless of how good you become at belly splashing and head slapping, everything looks so samey and although there is more to the gameplay than meets the eye there's a limit to the humour to be had and satisfaction to be gained out of beating the rice out of yet another hapless oriental fatty. I can't see a British release for this, as sumo over here is about as popular and respected as Mark, but if you're sick and tired of waiting for PAL carts – and quite frankly I am – Oozum is a decent import alternative. **ALEX**

● **MARK** There's a lot of fat slappin' fun to be found in this insane fighting game. The Manga-style fighters constantly make you smile and the commentary is so ridiculous you have to laugh. But I wouldn't pay good money to play this

● **STEVE** Oozum is certainly no worse than the majority of beat'em-ups so far, but it's questionable as to whether it's worth your money. However, it can be quite a good laugh, so try to persuade one of your mates to buy it instead

● **NOELY** Lex and I had a bit of a laugh playing this for a while and I managed to develop a rather effective 'system of head slapping'. It's fun and no worse than many Western wrestling games, but I still wouldn't recommend buying it

● **READER REVIEW** When I used to have the odd brawl in the pub it sometimes hurt. This doesn't, so I'll stick to Oozum now I'm married with a kid thanks very much!
Andrew Wallace, London

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



75%

Mortal Kombat Myth

If only this game were a myth. Then it wouldn't exist

So you thought the Mortal Kombat film was a pile of dirt? Well you ain't seen nothin' yet!



IT MAY NOT seem obvious at first, but Mortal Kombat and the Spice Girls have a lot in common. Both keep re-appearing when they should have disappeared into the abyss long ago and like Geri, the Mortal Kombat series is starting to show the signs of age. Where once you looked on with awe, you now feel a sense of embarrassment at ever liking them in the first place.

Although Mortal Kombat has never been seen wearing a mini skirt, it's still as popular as ever. The original Mortal Kombat game was such a ground-breaking beat'em-up that it earned a legion of fans. This can be put down to its playability and, for its time, quality graphics. But we all know that it's really because of the over-the-top blood fests which had fighters being ripped apart in spectacular fashion.

And whilst beat'em-up fans are waiting with baited breath for Mortal Kombat 4 to arrive, Midway have tried to fill the gap with a series of fighting games that have all been, putting it kindly, considerably less than perfect. In fact, the phrase 'flogging a dead horse' has found its way into the reviews of many of Midway's latest efforts.

This time around Midway have essentially taken one character from MK3 with all his fighting moves and have placed him in a 2D fighting platform game. The format includes opponents to fight, platforms to negotiate and there's even a few RPG elements thrown in for good measure.

Now initially this doesn't sound all that bad.



I come across a mystical ninja who discovers my right hook



Sub Zero isn't impressed by Shang Tsung's skulduggery

Mortal Kombat is a good beat'em-up and placing all those elements within a larger game that has puzzles to solve sounds like a promising idea. But as this game proves, the journey from an initial idea to a finished cartridge is a long one. And it looks like Midway lost the map and asked some very confused people for directions. I'll warn you now, you're going to be very embarrassed if your friends ever find out that you've spent money on this game.

A frozen Waste

You take control of Sub-Zero who has been ordered by his masters to steal the sacred Map of Elements from a Shaolin temple. The temple also has an ancient artifact called Shinnock's Amulet. Shang Tsung wants to get his hands on the Amulet so he can free the evil Elder God Shinnock and conquer Earth.

Plots and sub-plots are revealed to you throughout the game as stories between levels. Okay, so the idea isn't the best in the world, but who cares? Surely it's the gameplay that counts. Unfortunately, in Mortal Kombat Mythologies, the gameplay doesn't really count for much.

The levels are 2D scrolling affairs with very slight 3D pretensions. You start off with only the basic attacking moves, but when you fight with enemies you get experience points. Get enough points and secret moves are unlocked and can be used by your character.

You also come across items that can be used or combined with other items. These include traditional



Puzzle Solvin': I reach an impossible jump so I backtrack and





ologies: Sub Zero



As the ledge plummets to the depths, so does my interest



I somersault towards to the ledge and fall to my death



I have to jump onto the rotating ledge. It's my job

classics such as extra health, strength increases and keys. But this is all very limited and puts MK:Mythologies more in the realm of a fighting platform game. To say this is an RPG (as Midway claim) is like saying that Danni Minogue is a natural blonde, who comes from a very talented family. Give me a break.

The graphics, without trying to find a clever likeness, are simply crap. The characters are small and blurry, the animation is jerky and totally unconvincing and the backgrounds are so dull they make woodchip wallpaper look avant garde. The 3D bits are as dodgy as Miss Minogue's breasts and completely fail to convince you that you're playing a 3D platform game.

Tie me down, Sport

The sound is the only redeeming feature of the game, not because it's good, but because it's so bloody awful that it's funny. It reminds me of Rolf Harris on his stylophone as he splashed paint about madly whilst blowing into weird wind instruments. It all plays so quietly you can hardly hear it, which is a shame or a bonus depending upon how you view it.

Thankfully, what MK Mythologies lacks in graphics, sound, story and social credibility it makes up for in playability. Only joking! The gameplay's as shit as everything else. The control system feels like it's been designed by a piss-head French chauffeur who couldn't find his way out of a tunnel to save his

life. The worst example of this is having to use the B button to turn around, which means that in the midst of a scrap you keep being leathered in the back of the head by the same baddie. And speaking of the enemies, I've never met a more boring and repetitive bunch. You'll pulverise one baldy baddie into the earth, just to meet him again in the next room. Dolly the sheep has more personality and variation than these guys!

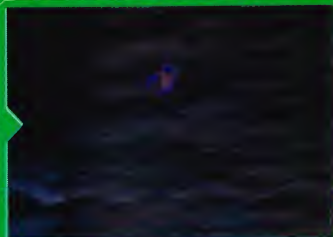
Not only is the turn-around button one too many, but you also don't have a jump button. You have to jump by pressing up, which is completely useless for the accuracy required in the platform sections. Perhaps Midway deliberately didn't include a jump button because it may have inadvertently made the game playable? Then again, it wouldn't really have made the game any better because the platform sections are truly terrible anyway.

Legends of the Fall

Most of the time you have no idea where your next leap is going to take you. So you constantly have to make leaps of faith off the edge of a platform in the hope that there's something below waiting to break



find the hidden symbol of wind that turns on a handy tornado



Mortal Kombat Mythologies: Sub-Zero

Here are all the levels, just in case you can't tell them apart



The temple



The windy level



The earth level



The watery level



The fire level



The prison break



A bridge too far



The final forest



I hesitate after fighting the same man a hundred times



The end of level boss controls his own personal wind



His snazzy red cape will not save him from a good kicking

your fall. And nine lives out of 10 there's nothing there, so you'll end up constantly having to restart. And when you're not making leaps of faith you're instantly killed by one of the hidden objects, such as the insanely annoying stone pillars that fall from the ceiling. And even when you discover where the falling pillars are, they are still virtually impossible to get past without losing at least one life.

The only good thing about MK Mythologies is that it looks set to get an 18 certificate. It doesn't deserve it because the game is about as morally subversive as a sewing group, and the blood and gore is as unrealistic and frightening as an alien from Doctor Who. But at least it will go some way towards limiting the number of people that go out and buy a copy.

The only genuinely terrifying thing about this sorry excuse for a game is the title. Mythologies implies that there's going to be more than one. Are we going to be blessed with a versions of MK Mythologies: Sonya? Raiden? Liu Kang? I bloody hope not. I'd hate to ever have to review another one of these games.

I simply can't warn you often enough to avoid this game. Even if you loved the earlier Mortal Kombat, you should join a monastery rather than take this game home with you. Wait for Mortal Kombat 4 and leave this piece of trash alone.

N64 Score

THIS IS WITHOUT a shadow of a doubt the most appalling game I've ever had the misfortune to play. The graphics are so blurred it looks like the television's been smeared with grease. Add to that the small, badly animated characters and exceptionally poor backgrounds and you have a terrible looking game that wouldn't look out of place on the Sega MegaDrive. But it'd still get a slating because the controls are terrible, the puzzles are weak at best and it's only difficult because you're randomly killed thanks to the disastrous level design. I loathed playing it from the dismal start to the moment I finally flung the cartridge across the room and into the bin. And you know what, nobody tried to retrieve it. It's got the lowest score we've ever given an N64 game and it fully deserves it. Now repeat after me, 'I will not buy MK Mythologies.' **MARK**

● **ALEX** It's not often that the team are in complete agreement, but this is a disgraceful piece of license abuse – Midway are just milking the Mortal Kombat name until the udder bleeds. This cow has finally collapsed

● **STEVE** Never really expected this to be much cop to be honest, and Midway haven't let us down. Absolute dirt from beginning to end, and quite possibly the worst N64 game ever. It's a wonder Mark didn't give it 90 per cent then...

● **NOELY** For once Mark's actually got this one spot on. Like a sad has-been boxer the MK series keeps getting up off the floor, punch drunk, for just one more go. But its tired engine is flagging. This is just plain shite

● **READER REVIEW** No, no, no... Take it away. Why couldn't I have done a review of Snobow Kids instead. This is utter garbage, just don't buy it under any circumstances
Alan Ryle, London

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



28%

**All because
the lady
loves...**



**YOUR ESSENTIAL GUIDE TO PLAYSTATION GAMING
ISSUE 18 ON SALE NOW!**

IMPORT ROUND -UP

You'd be forgiven for thinking that in every packed to bursting issue of N64 Pro we've reviewed every single game that we can get our hands on. But you'd be wrong. Sure we cover just about everything that's in the English language, and you should expect no less of us, but there's also a significant number of Japanese titles that most importers in this country just won't touch, and it's these games that we don't feel are worthy of our usual in-depth analysis. So what we do is save them up for this, the first in an occasional series of round-ups of the weird and wonderful world of Japanese software.

BY STEVE MCNALLY

Ganbare Goeman 5

Looks really promising to me, but it's totally incomprehensible due to it all being in Japanese and therefore totally unplayable. At least to my eye it is.

Konami are bringing this to Western markets under the name of *Mystical Ninja* very soon now and it's certainly going to be one to watch out for over the next couple of months.

Ganbare Goeman 5 is a sort of Mario 64 style adventure which sees you running around exploring and solving

puzzles while being able to switch between two very different characters – one a chubby ninja, the other a pyjama clad freak presumably with the same hairdresser as Sonic the Hedgehog.

What's it all about? Haven't a clue mate. I've got about as much idea of what's going on as a Spice Girl does when she enters a recording studio! And probably a bit less if that's possible.

Should be a real treat when the translated version hits the shops anytime now though, indeed, we should be reviewing the American version in the next issue.

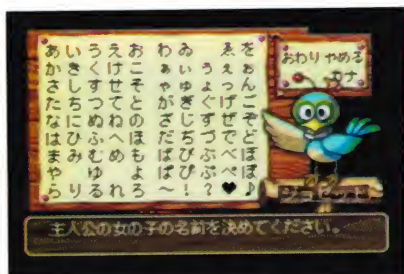


I can't go out looking like this! The bottle said I'd be brunette!

Language barrier:
Ruins the game totally
Overall score:
●○○○○



Wonder Project J2



This, believe it or not, is you. It's your task to look after the girl to the right

Oh how we laughed when another magazine actually reviewed this and made on like they had the first idea what was going on! How desperate must they have been to fill space that they had to pretend that they liked a game totally reliant on the player's ability to read the Japanese language? Bless 'em!

The idea of the game is to look after a



This is definitely the strangest virtual pet game we've seen so far

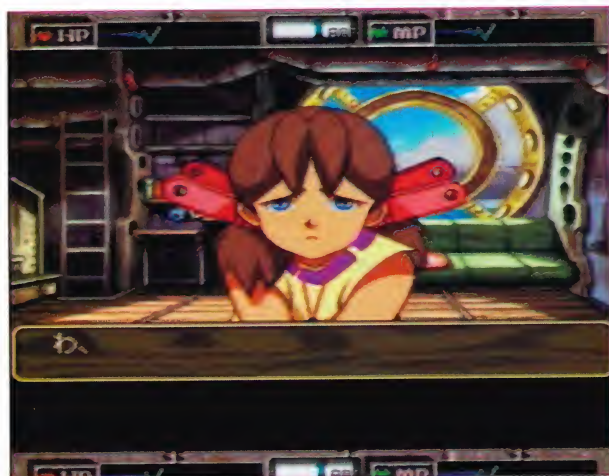
young Japanese girl, making sure that she's happy, occupied and doesn't starve to death (I think). A bit like a Virtual Daughter in many ways I suppose? You seem to do this by taking on the guise of a bird (of the winged variety) whose sole task in life is to look after a cartoon girl.

The thing that makes it impossible is that all her requests come in text form, and

obviously you can't read them so you're forced into guessing. Full credit for an original idea, but we thought reviewing it would be taking the mickey. Sadly, some of our competitors don't seem to be quite as discerning as us. Some people have no scruples...

Language barrier:
Like trying to read a Japanese book!

Overall score:
●○○○○



Mah-jong Master



Look, I haven't got a clue how to play Mah-jong, okay? I thought it was like that Shanghai nonsense where you have to remove two matching symbols from a big pile, but it seems like it's some sort of gambling game where four players sit round a table – poker fashion – and play a sort of Japanese version of dominoes with the same sort of tiles they use in Shanghai.

I'm confused, I don't know what's going on anymore and I've still got a review of Mah-jong 64 to write! If you're like me and have no basic understanding of the game, then avoid this at all costs.

Language barrier:
Not knowing the rules makes play impossible

Overall score: ●○○○○



Should appeal equally to budding parents and paedophiles alike

J-League 11

Oh, my, god, this, is, so, slow! What's the excuse? None as far as I can tell other than sloppy programming. I mean, okay, it looks quite nice in a Sport Billy cartoon kind of a way, but it's nothing special given the N64's undoubted power, so it can't be that. And it's not as if the game has been intentionally slowed down to allow the player to cope with



all the complex manoeuvres because gameplay itself is actually quite simple.

So I should really hate it then? But I don't. It's quite good footballing fun, although admittedly in a very different sort of a way (I couldn't get away from the thought that I was feeling sorry for it in some way). I'm certainly not saying you



should buy it though, indeed, I think that the game should be sold with a free 'I've got more money than sense' T-shirt just to shame anyone that does!

Language barrier:

Easy enough to get around

Overall score: ●●○○○

Import Round-up

Mah-jong 64

Exactly the same rules apply here as apply to Mah-jong Master. It seems to be a different version of exactly the same thing (which isn't a criticism, after all, they're both Mah-jong simulators) with four very similar looking players hunched around a very similar looking table playing, yes, you guessed it, a very similar looking game. Well, exactly the same game actually, but that didn't flow in quite as nicely.

If anything, this one looks marginally better to me, so if you're daft enough to be desperate for a Mah-jong game then it looks like this is the one to get. Thank God that's over with...



Language barrier:
Same as for Mah-jong Master
Overall score: ●○○○○



Even the beautiful scenery cannot save Mah-jong 64 from the culture trap it's in

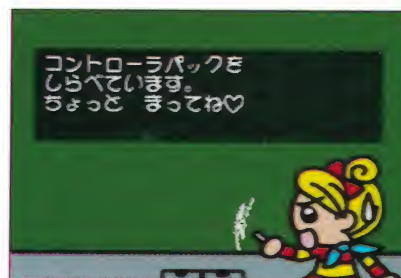
Tamagotchi 64



As you can see, Tamagotchi's graphics are truly beyond criticism

Bandai's big hope for world domination finally hits the N64. Those annoying little virtual pets will soon be running amok on a TV screen near you, and if you can't wait for a translated release, the Japanese version is just about playable enough thanks to some fairly self explanatory symbols.

Anyone who fell in love with the little fellas in key-chain form will lap this up, with its expanded ideas and, get this, colour graphics! But let's face it, key-ring Tamagotchi's are shite, so why would you want to bother? Again, if you really feel this is a game for you then I'd hang on for



Oh, okay, yeah, I'll do that then. What good advice that'll turn out to be!

the American release.

With this import you'll be able to look after your Cyber Pet with some ease, but there seems to be so much more to the N64 version that you'd be missing out on due to the Japanese text. There's some sort of a board game theme running throughout, with little sub-games popping up all over the place which I couldn't work out! Cyber pet fans be patient, Tamagotchi 64 should be well worth the wait.

Mario 64 (rumble pak)

Identical to the original game, but with rumble pak support now bolted on to the side. Absolutely no point whatsoever in buying this unless you're the one person who owns an N64 in Britain that hasn't yet bought this all-time classic game.

The new feature works well, and adds a little something to what is already a stunning game. It's intriguing more than exciting and is definitely one for N64 newcomers or the mad completists out there.



Language barrier:
I can't handle it myself, but Noely reckons he coped okay with it

Overall score:
●●●●○



Language barrier:
You're better off waiting for the translation
Overall score:
●●○○○





Dynamite Soccer 64

Not a bad little football game this, but it's not exactly difficult to tell why it was never rewarded with either a PAL or US release. Based around the J League this has some pretty good features coupled with some fairly ordinary ones.



It's no ISS, but it's easily the best of the import footy games

Language barrier:
Not too obtrusive

Overall score: ●●○○○

Graphically it's very cartoony and the speed could have done with being knocked up a few notches. But apart from that, if you're looking for a break from ISS-itis then this is quite a good laugh. Don't expect too much realism, disregard the option of playing against the computer and have a go with a few mates and you'll find that this is one of the better Japanese only N64 releases yet. Still not worthy of the more discerning British market by any stretch of the imagination though!



There are some really nice touches that other companies would do well to steal

Power League Baseball 64

The only attempt so far at realistically simulating America's national pastime, and it's not exactly bad either. Huge great polygon players (well, they seem huge in comparison with the squat players offered up by the others) slug it out in several nice stadiums.

The game provides decent hitting and pitching systems (although just wait until you see what Ken Griffey's got in store for you!). Also, it seemed somewhat easier to negotiate the Japanese menu screens in this game, but I hesitate to suggest that this was anything but luck.

I managed to start a season, exhibition game and even a Home Run Derby in next to no time, so with a bit more time and perseverance I reckon you could quite easily have sussed out most of the options in under an hour and know them like the back of your hand.

Again, I'd advise patience rather than lashing out money for this straight away. There are at least two excellent baseball games looming large on the N64 horizon (All-Star and Ken Griffey) with the potential for a third (Mike Piazza), and I'd hate to see you walking off into the sunset with the wrong game!

Language barrier: Easily overcome **Overall score:** ●●●○○



Proyakyuking

This has been lying in one of our drawers for quite a while now, and no one other than me has ever shown any interest in playing it. It's another 'Big Head' baseball game, this time from Imagineer, and while it's probably the worst example of its type so far, I still quite like it.



The game is very similar in almost every way to Konami King of Pro Baseball and Namco's Famistar 64, the only real differences come in the slightly different ways you do things like hit, pitch and field. It's remarkably easy to pick up and play and



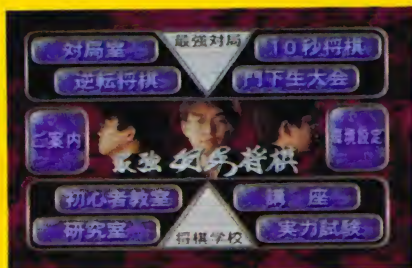
good fun if you're looking for a two player game with another baseball loving friend.

Language barrier:
Simple game, simple to understand
Overall score: ●●●○○

Import Round-up

Kiwiki Uhabi Suigo

Another game that had me totally and utterly flummoxed. It's played on a board like chess, but uses tiles with strange symbols on instead of the more traditional rooks, pawns etc. But not knowing what moves were legal, which symbols could take which other



symbols and so on, made it somewhat tricky to win at Suigo. Although for anyone who knows how to play the real thing, this is a nicely presented version of a strategy game which unfortunately is totally alien to me and everyone else on the team.



Language barrier:

It's the old not knowing the rules problem again folks

Overall score: ●○○○○

King of Pro Baseball



Given that there are no baseball games released officially in the UK, but quite a few knocking around in the land of the rising sun, this is actually one of the few import styles that we haven't reviewed that I'd say is worth some consideration.

There are now three half decent baseball sims on import (four if you count the new Famistar from Namco) and up until recently this was probably the best (with Namco's game perhaps stealing the crown). It's very cartoony in style, but

posing far fewer problems than normal, and the gameplay is much the same - reasonably easy to get to grips with, but with a large degree of subtlety in the control making it quite a difficult game to master.

This is another Konami effort, but this time it doesn't look as though it'll see the light of day over here. I have to say that both Acclaim's All Star Baseball and Nintendo's Ken Griffey look a million times better than this, so it may well be worth hanging on for one of those.

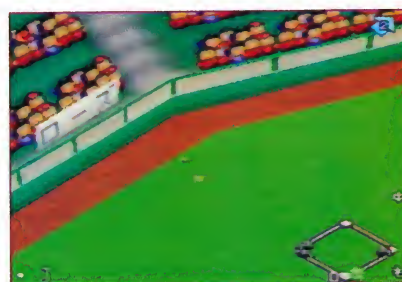
St Andrews Old Course

Surprisingly, this is the only golf game we've seen on the N64, and unfortunately it's dirt. Presumably recreating the 'famous' Old Course at St Andrews, you'd struggle to find a better example of how not to program a golf sim than this. An awful control method married to ludicrously poor graphics makes playing this a vomit inducingly horrible experience.

There are so many innovative and exciting ways the analogue controller could be used to liven up the way things are done (imagine having full control over your swing instead of just having to time it properly!), that there really is no excuse for this type of thing. This is tired, lazy and just about unforgivable. Good job I've forgotten the name of the software house or I might just be tempted to hold a grudge!

Language barrier: Golf's golf in any language!

Overall score: ●○○○○



Language barrier:

Annoying, but not unfathomable

Overall score: ●●●●○



JikkYOU World Soccer



Hmm, this looks familiar! I'm sure I've played it, or something similar, before

SS UK style, but in Japanese. That doesn't make sense does it? What I mean is Konami have taken the superior PAL version and re-translated it back into Japanese. Better? Well, that's your lot because I can't think of another way of wording it.

Basically, if you've got any version of the game already then this shouldn't even be considered because even though it's the definitive version (it's marginally speedier than previous editions and it's claimed the 'keeper AI has been tweaked, but we've not really noticed much difference), the



The definitive version of ISS, but not worth a second purchase, even for a fan

changes really aren't significant enough to make this an essential buy.

It's the one we play in the office these days, and that proves it's the best, but remember, we don't have to pay for them. Anyway, it's your funeral, don't say you weren't warned...

Pachinko

Extremely bizarre to say the least. I vaguely knew that the Japanese were completely obsessed by the real version of the game, but wasn't really sure exactly what it entailed. Well I now know, but it's not really helped me understand the addiction any more clearly, probably because I still haven't grasped the rules of the game.



Pachinko is based around a fancy slot machine on which various games are played, most of which seem to involve matching three pictures on three different reels (although admittedly, it could be that you lose should you accomplish this, I just don't know). Basically, what I'm saying again is that this is another import title that would be shunned in the West in the same way Saddam Hussein would be were he to turn up at one of Tony Blair's showbiz parties.

Language barrier: Haven't got a clue what's going on!

Overall score: ●○○○○

Language barrier:

Not a problem

Overall score: ●●●●●



WaveRace (rumble pak)

It's a crying shame that the rumble pak wasn't around when WaveRace came out because it really does add to the game quite a lot. You can feel your 'ski start to slide away from underneath you if you take a turn



too sharply, and actually feel the jolt as you land after a jump.

Is it worth buying even if you've got the original? Definitely not, but unlike Mario 64 there's not nearly as many people who own WaveRace 64, and it's to these people that I say you should seek out the rumble pak



edition on import over the official release because it makes an already stunning game an even bigger joy to play!

Language barrier:

Not a problem

Overall score: ●●●●●



64



To DD or not to DD. Wh

You may not have heard anything about Nintendo's 64DD yet, if not you've either been living on another planet or your name's Mark Hattersley. Even so, the chances are you won't know some of the specifics of what promises to bring about a revolution in videogaming very soon.

What is the 64DD?

The Nintendo 64 Disk Drive (64DD) is an add-on to the N64. Basically it's a magnetic drive-based device that uses disks very similar to Zip drive disks. As you can see from the shots, it sits beneath the N64 and will be connected through the "EXT" slot underneath the machine.

Writeable disk

Undoubtedly, the most important feature of the 64DD is that it uses writeable disks. Similar in physical size to a floppy disk (except thicker and chunkier) the disks for the 64DD can store up to 64MB of data (about four times the size of most carts) with up to 60% (38MB) of this being 'writeable.' This writeability will allow you to do all manner of things to personalise and update your games via add-on/expansion disks. In addition, the disks are "hot-swappable" meaning that you can switch disks (in games with multiple disks) or upload data from one to the other.

Nintendo are hoping that this aspect of the machine will allow games to develop and,

to use Miyamoto's own words, 'to grow.' The current Tamagotchi and Pocket Monster craze that's sweeping Japan at the moment is a perfect example of how data can be grown in this way with people nurturing their pets and monsters. RPGs are also ideal, allowing people to grow and develop their own characters. To grow and then store that data will be a key buzzword in the Nintendo scheme of things. How long before Nintendo gamers in the UK are also growing their own?

However, the writeability of the disks holds exciting possibilities for all manner of games and we're not just talking about saving data. Imagine Bomberman's snow world where your footprints remain imprinted in the snow. Or an RPG where the world actually alters

List of Confirmed

64DD titles

Cabbage (Nintendo)

One of the games which Nintendo have high hopes for is this bizarrely named Cabbage (a working title surely?). Cabbage is a virtual pet game for the 64DD that will make full use of the machine's internal clock by allowing your pet to live on, even

when you switch off your N64. And you needn't worry about neglecting your virtual pet while you're out either, because you can transfer your pet to your Gameboy and tend to it while you're on the move. You'll also be able to buy extra equipment data and swap data with friends.

Derby Stallion 64 (Parity Bit/Marigul)

A conversion of the Derby Stallion arcade machine, the polygonal horse racing game that's insanely popular in Japanese arcades, will soon be available for the 64DD (in Japan at least). It will make use of the Gameboy link-up feature allowing you to plug up to four gameboys into your N64 and then use each screen to secretly bet on

the outcome of a race.

Donkey Kong 64 (Nintendo/Rare)

It is known that Rare are currently working on a Donkey Kong game for the N64. It hasn't been confirmed yet whether it will definitely be 64DD, however, we'd be surprised if Rare didn't take advantage of the new hardware on offer. Either way, if the secrecy surrounding the development of Diddy Kong Racing is anything to go by, don't expect to hear much about Donkey Kong 64 until just before it's released.

F-Zero X (Nintendo)

Aside from Zelda this is the game we're most looking forward to here at N64 Pro. It's the sequel to

the original F-Zero, the superb state of the art racer from Nintendo which was released in the early days of the SNES and wowed us with its speed and gameplay.

A playable version of F-Zero X was on show at the Nintendo Space World show where it suitably wowed audiences with its



F-Zero - Faster than a bullet and likely to be as deadly a hit



DD



at was the question?

depending on what you do. Previous adversaries will remain slain and decomposing where you killed them. The result is that each game will be truly unique.

Nintendo are also enthusiastic about the ability to trade data in such games. The most obvious example of this is in the Pocket Monsters games where monsters are traded between gamers. For example, one of the games called Cabbage for the 64DD is a pseudo Pikachu/Tamagotchi style virtual pet game. In the game you will be able to buy equipment to entertain your pet and can exchange equipment data between fellow Cabbage playing friends.

However, the exchangeability of data has a much broader meaning when you think that

Nintendo are claiming that the N64 versions of Sim Copter and Sim City 64 will be compatible so you can fly your Copter around your own Sim City. Not only that, but using Mario Artist it'll be possible to have your own artwork as huge murals on buildings or even incorporate a picture of yourself that's been captured from video taped footage. Once you start thinking about it the possibilities of such data sharing between applications is almost limitless. Imagine playing ISS 64 with all the players having digitised faces of yourself and your mates via a bit of tinkering in Mario Artist.

Game add-ons and disks

Add-ons and expansion disks are features that have already been successfully implemented in the PC games market and are now set to hit the console for the first time. F-Zero X for example is already known



There's some work to be done on the trackside detail but just imagine a racing game that could last forever



Zelda – Undoubtedly the most eagerly awaited game on N64

electrifying pace and stunning visuals. The game runs at a super fast 60 frames per second and unbelievably it is claimed the frame rate never drops below this figure even in four player multi player mode.

At the moment the price of this speed is some rather sparsely decorated tracks and circuit

scenery, but Shig's and Co. are working on improving right now.

Best of all though is the news that F-Zero X will be one of the first games to take advantage of the 64DD expansion features. Basically, it will feature extra tracks, more cars and even a track editor to allow you to design your own. Watch out for this one, it's gonna be huge.

Fire Emblem 64 (Nintendo)

This title is the sequel to a game which, though relatively unheard of over here, is hugely popular in Japan. A precursor to the likes of Ogre Battle and Final Fantasy, it's a fantasy-based strategy game that puts you in the role of Commander of an army of Knights who must defend their land

against hostile enemy hordes. Expect a turn-based affair with an equal split of strategy and fast paced action.

Hybrid Heaven (Konami)

What we've seen of this game so far looks absolutely superb. It seems as though it's going to be a Resident Evil beater and is bound to satisfy all those hankering after a meaner and more menacing game than the usual cutesy Nintendo stuff.

We believe the action will be turn based like Final Fantasy VII with a plot that involves an experiment to make the perfect soldier which somehow goes disastrously wrong. That's where you come in. You play a tough acrobatic fighter intent on

destroying the soldier and anything that gets in your way. Aside of that, little is known, but we'll be giving you more details as and when they are available.

Kyojin no Doshin

(Param/Marigul)

Roughly translated this means Giant's Step. It's a wacky game from the creators of Tail of the Sun and Aquanaut's Holiday and puts you in the role of a giant who must explore an island. If this all sounds a bit vague, that's because details are sketchy at the moment. More news on this as we get it.

Legend of Zelda

Although it's still unconfirmed as to whether this will be merely an

Feature



► to be updateable via a 64DD version. This will include new tracks, new cars and a track editor that will allow the user to design their own tracks and then save them to disk and play them.

In this way your favourite games can constantly be updated with the very latest data, eg. league divisions, or player squads in football games, extra characters and worlds in RPGs. Also it should be possible for companies to make patch disks available to correct bugs or glitches in previous games. Nintendo are also talking about a Pocket Monsters-esque TV program where people are actually fighting each other via a game and the data left by these champions will become available to gamers.

Extra RAM

The 64DD will come with 4MB of RAM bringing the N64's RAM total to 8MB (four times that of the P**Station). This extra

Your N64 will slot neatly on top of the 64DD via an interface cartridge



RAM (which will replace the "Jumper pak" in the front of the N64) will be a welcome inclusion for developers bemoaning the current limitations of 4MB, making it easier for them to perform complex routines and situations during games development and ultimately better music, speech and hi-resolution graphics.

Built-in ROM

The 64DD will include a 36 megabit chip containing audio data files, and integrated fonts. This will allow developers to free up more space on the cart and disk because it allows the developers to store the required sounds and fonts on the chip.

Modem

Aside of the writeability function perhaps the next most anticipated feature of the 64DD is the possibility that it will be modem or network compatible. Initially it was suggested that the machine would be bundled with an in-built modem and indeed NOA are still claiming the US version will. In contrast employees at NCL are insisting it won't (curioser and curioser said Alice). In view of this an in-built modem now seems unlikely,



Nintendo are hoping the 64DD will provoke lot of interest in Japan

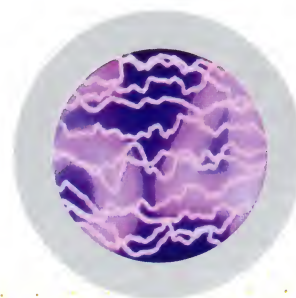


The GB pak – one of the most financially sound moves by Nintendo in years

although it's feasible that such a stand alone device may be sold separately.

Nintendo have been keen to promote the multi player aspects of N64 gaming. The confirmation of a modem with the 64DD (or at the very least its compatibility with one) will open up the multi player aspects still further. As well as multi player gaming, it should also allow gamers to download or upload new levels, patches and fixes, and features, or even full games which could be stored on the disk.

This may even allow for demos of N64 games since it would surely be possible to download them from the Internet.



64DD

expansion disk designed to be used in conjunction with the cart or a completely separate entity (ie. a standalone adventure) we can confirm that the 64DD version will be less action-based than the cartridge version.

Mario Artist Series...

Nintendo's decision to launch the Mario Artist series on the 64DD is an interesting and brave one. The series will initially comprise of four applications. These are Talent Maker, Picture Maker, Polygon Maker, and Sound Maker.

The applications will allow you

to draw, build, design, and compose all manner of creations.

Talent Maker

Talent Maker allows you to create and customise your own 3D character. You can change your character's height, shape, clothes, textures, face, and then give them their own motion-captured movements. In this way you could have them jumping, fighting, swimming, kicking or even dancing. The capture cartridge will also allow you to capture images from video then import them into your new figure. So you could even put yourself into a game.

Picture Maker

An advanced version of Mario Paint. Picture Maker has some

rather powerful features that make it a nifty graphics program with excellent filters, brushes and various textures.

Polygon Maker

Polygon Maker is a 3D modelling program that allows you to do some rather complicated 3D models the likes of which would usually take you beards to produce using conventional 3D modelling programs. Basically you create simple objects (cube, sphere, cone) and distort them to make your own 3D object.

Sound Maker

Sound Maker was not on show at the Nintendo Space World, but it does exist and will allow you to make your own sound effects and



Don't like the chick? Change her with Mario Artist. (if only)

music which can then be added to your masterpieces as created in Mario Artist.

Mother 3/Earthbound 64

(Nintendo)
Nintendo will be hoping that the 64DD-only Mother 3 will be the game that satisfies the demands of RPG hungry fans, especially in



Internal clock

A clock function inside means that even when you're not playing, the action within a game environment can continue to develop. This will be evident chiefly in virtual pet games. For example, in the virtual pet game Cabbage, your character will continue to move around and generally thrive (or die depending on how badly you look after it) within the game environment. However, there are other uses such as in RPGs where your character will sleep while you do. It will also allow for special time bound features in games so you could see an Xmas Mario in a similar way to Sega's Xmas Nights.

Other cool add-ons

The GB pak allows you to exchange data between a Gameboy and an N64. Given the continued success of the gameboy, this is a brilliant move by Nintendo. Add to that the fact that the first title to use it is Pocket Monsters Stadium (given the huge popularity of the Pokemon series in Japan) and the move seems like a positive masterstroke.

The GB pak, which plugs into the memory pak slot of your controller, will transfer data from your Gameboy cartridge onto the N64. See your humble monochrome monsters come to life on the big screen as they're transformed into superbly detailed rendered 3D images on your N64.



**It's a meeee Michelangelo.
Er...no I mean it's a meee Mario**

In this way you can play the game both on the move on your GB and then back home in spectacular fashion on your TV screen. It's also possible to connect up to four Gameboys to your N64 and use them as private data screens when you are playing a four player game and don't want your opponents to see your screen.

Look at all these rumours...

The following are a list of games, some confirmed, some rumoured to be coming out for the 64DD.

Mission Impossible (Ocean)
Resident Evil? (Capcom)
Kirby 64 (Nintendo)
Gloom Raider starring Clara Croft (Idoss)
Super Tennis 64DD (Nintendo)
ISS 64 2 - Expansion Disk (Konami)
Olympics 98 (Konami)
FIFA 99 (EA)
3D Fighter - name unknown as yet (Nintendo)
RPG - name unknown (Capcom)

Image capturing cart

Nintendo have developed a cartridge that allows you to capture high quality images and sound directly from your TV. The cart will hold up to 30 of these shots which then presumably you'll be able to transfer them to other medium.

Voice recognition headset

Previewed at the Nintendo Space World using a Pokemon game (in this case Pikachu Genki De Chu) as an example of its use, Nintendo's Voice Recognition unit will allow users to speak to their virtual pets. Reports suggest that the unit worked remarkably well. It will be interesting to see how developers will utilise such technology should it ever catch on.

N64 mouse

This device is a mouse and therefore 'does exactly what it says on the tin.'



Japan where RPGs are hugely popular and sort after.

The screenshots we've seen so far have been taken from video footage, but they're already looking superb with colourful super smooth polygon graphics, and masses of battles that will take place in 3D environments.

Where Mother 3 has the



Wanna really drive the karts in Mario Kart 64. Now you can

potential to outdo all other RPGs is the 64DD's writeability. It means that all manner of things within the game's environment can be altered as you play. Destroy a building and it will remain a ruin when you return later. Kill an enemy and he will be there decaying or his corpse may attract scavenging animals making it dangerous for you to return.

The possibilities are almost endless with the game allowing multiple paths, interactive environments and constantly changing quests. Look for this to be one of the make or break titles for the 64DD.

Pokemon Stadium

While this is unlikely to catch on in the West quite like it has in Japan,

the Pokemon series is nevertheless set to make Nintendo an awful lot of money if they can release it soon enough to cash in on the huge interest in the Pokemon series.

Basically, the Pocket Monsters Stadium allows current Gameboy Pocket Monster owners to put their monsters on the TV screen in all their 3D glory as they fight against a friend's monster.

Mysterious Dungeon (Chunsoft)

An appropriate title since details on this are as shrouded in mystery as the dungeon on which the game is based. What we have been able to glean is that it'll be a traditional turn-based RPG with random encounters and randomly

generated characters.

Ogre Battle 64 (Quest)

The original Ogre Battle was an RPG cum fantasy based strategy game that had quite a cult following on the SNES. The sequel, which may appear on either cart, 64DD or both (unconfirmed as yet), will be see you controlling an army of fighters, magic-users, and all manner of bizarre monsters and creatures in real-time battles against an evil foe. Expect an intriguing epic plot with beautiful battle scenes.

Pocket Monster Stadium (Nintendo)

One of the Pokemon games upon which Nintendo are pinning lots of their hopes for 64DD commercial

Feature



► When will we see it?

The official line as announced by Nintendo Ltd. Co. Chairman, Hiroshi Yamauchi (at the Space World show) is that the 64DD will not be released in Japan until July of this year. That being the case (and that's by no means certain given Nintendo's tendency to disregard release schedules if they think products aren't ready) they will surely be looking to launch the US version before Xmas '98 given the huge US N64 user base.

As for when we'll see it in the UK? Well we wouldn't suggest anyone putting it on their Xmas lists for this year because chances are Santa will come up empty handed.



What the 64DD will look like once we get one in our static charged offices



In his quest to make Nintendo the No.1 games co. Miyamoto San is a man never likely to rest on his laurels. He chooses to rest on his hands instead

How much will it cost?

Nintendo will be keen to keep the cost of the unit down if the 64DD is to succeed, as a high price is likely to prevent many potential users adopting the machine. However, reports are looking promising with suggestions that it will retail for less than \$100 in the US and possibly for even as little as \$80.

Why it might fail

Nintendo need only look to the failure of Sega's MegaCD and 32X systems for evidence of just what a minefield releasing an add-on unit can be. The 64DD will undoubtedly need some awesome software to ensure its success. But they've already needed to play their ace card by releasing

Zelda to bolster a flagging Japanese market hungry for a Nintendo RPG. It's hoped that they've got even more classic titles up their sleeves to appease the masses.

While the Mario Artist series represents a bold move that shows Nintendo's commitment towards pushing back the bounds of console gaming, such titles are unlikely to shift huge numbers of 64DD's on their own.

There are even potential risks involved should the 64DD succeed. The danger is that people will become confused as to exactly what format to buy games on. Nintendo will need to guard against making cartridges seem inferior and therefore redundant.

Donkey Kong – All set to star in a Nintendo game again with Donkey Kong Country 64 (a likely 64DD release)



64DD

success is this little title that will allow you to transfer Pocket Monsters (using the GB pack) from your Gameboy to the big screen in all their glorious 3D polygonal splendour.

Pocket Monsters Snap

(Nintendo)

Surely one of the most bizarre releases in the pipeline. It requires you to explore a national park in order to identify and photograph all manner of strange pocket monsters in their natural environments. Only the Japanese could come up with this stuff.

Project Cairo (Crave)

This is an RPG from the newly formed Crave development team which comprises of a number of Ex-SquareSoft employees. But Project Cairo promises to be a departure from the normal Square product, with a character and storyline taken from a major (and as yet undisclosed) comic.

Sim City 64

Not to be confused with the recently released Sim City 2000 on N64 cart, Sim City 64 will be 64DD only. The graphics will be made entirely of polygons rather than sprites and will be of a size and scope previously impossible due to hardware limitations.

The gameplay is unlikely to be

altered dramatically (if it ain't broken why fix it?), however, it will now be possible to use a Sim Copter to fly around your city or even edit buildings using Mario Artist. Each and every object can be viewed in 3D with no fogging as you fly or drive around your new metropolis. Also, as if to illustrate the power of the N64, you'll be able to zoom right in and check out individual members of your Sim City.

Sim Copter 64

It's time to get your Chopper out. And what's more you won't get arrested because you've actually got to get it out in order to save your beloved Sim City from fires, regulate the traffic and just generally oversee your beloved

metropolis. The hot-swoppability feature of the 64DD will allow you to load and then fly through any cities previously played in Sim City.

Super Mario 64 2

Info on this one is very thin on the ground. We do know it is likely to be on the 64DD. Miyamoto San has also suggested that it is



Sim City 64DD threatens to completely immerse gamers

The boring techy stuff

System:

Magnetic Disk Storage facility
4" front loading disk feed
4 megabyte RAM expansion
Error Correction Support
Utilises N64's data processing
In-built battery powered Clock
In-built 36 megabit ROM
Hot-swapping of multiple disks

Benchmarks:

Sub 75 ms seek time
1 MB/sec data transfer rate

Disks:

Magnetic Disk Storage
High Density, Double-Sided
64.45 MB (1-38MB read/write capable)
Data-loss protection

The voice recognition headset – A madonna style microphone gizmo or revolutionary new game device. Only time will tell



Why we hope it will succeed

Nintendo have rather shrewdly cottoned on to the massive virtual pet interest in Japan and are set to 'cash in' with a whole range of 64DD Pokemon games. Meanwhile they'll be hoping that the likes of Mother 3 can appease the RPG hungry Japanese market as well as a large fan base in the Western sphere. Such games can go some way towards ensuring initial financial success.



The potential of the 64DD is such that we can only hope that Nintendo's ambitious gamble to launch the 64DD pays off. The dual format of cart and disk opens up all manner of possibilities. One advantage of such a dual system is that it allows the two parts of the system to deal with different types of data. So for example, the cart can take care of realtime data while the 64DD deals with switching maps and scenarios.

The compatibility with Gameboy games will mean that you can essentially play games such as pocket monsters endlessly. The addition of data through data disks is another brilliant device that will mean that games can have potentially endless playability rather than buying the new version year after year.

The rewriteability of disks will allow for gameworlds that develop and grow as you play making each one a unique experience.

Whether Nintendo are set to change the nature of console games or about to produce

one of the biggest flops in video game history remains to be seen. Our conservative guess is somewhere in between, but certainly if anyone can Nintendo can. What is certain though is that if it is to succeed it needs some killer software. So let's have a look at what we can expect ●



Don't quite know what's going on here but Mother 3 looks like being special



Super Mario RPG 2 – One of a few shots available (spooky!)

almost certainly going to see the return of Luigi, although whether this is in simultaneous two player action we've yet to discover.

Super Mario RPG 2

As with the first title that never hit UK shores, this is an RPG aimed at the younger gamer. It will see you exploring a 3D environment

and is likely to take advantage of the rewriteability of the disks by having a changeable environment.

Teo (Fujitsu/Marigul)

Yet another virtual pet game and one that will utilise the forthcoming Voice Recognition Headset so that you can speak directly to your pet. In this case the pet is a flying dolphin that will speak back to you in song.

Tonic Trouble (UbiSoft)

We previewed this Ubi Soft game a couple of months ago (Issue 4). It's an action/adventure game about an alien called Ed who has to visit Earth to retrieve a can which he's dropped from space.

It seems the can has begun causing chaos on Earth, provoking

all manner of bizarre events which you as Ed must rectify. At the same time you must prevent the can falling into the hands of the evil Grogh the Hellish who wants to take over the world.

The action takes place in a cartoon-like 3D environment and UbiSoft is promising total freedom of movement within the game's 15 detailed 3D worlds. It's even possible for a friend to join in with the multi player mode.

The graphics are looking absolutely wonderful, as you would expect from the company responsible for the excellent Rayman visuals. The anti-aliasing feature of the N64 allows for a spectacular hi-res look. Whether the game will look as wonderful as these rendered shots is doubtful.

However, with over 60 in-game characters, all of whom will be beautifully animated at up to 60 frames per second, Tonic Trouble definitely looks one to watch.

UbiSoft has also promised that the 64DD version of the game will feature extra levels and characters which will be made available via UbiSoft's website.



Tonic Trouble – inspired by an out of date Pepperami?



Snowboard Kids



WIN MONEY!

As well as getting an InterAct peripheral of your choice, we'll give you 20 English pounds if your hint, tip, cheat or guide is printed. Good luck! Use the address on page 71

Welcome to our expert's guide to that big-nosed snowboarding experience, *Snowboard Kids*. In here you'll find the jumps, power-ups and shortcuts that mean the difference between first place or a face full of snow. You can usually trundle to the lift without getting lost, so we've simplified the maps to make them easy to read. Good luck!

RACING TIPS

Power-ups

Always keep an eye on your money and don't attempt to get a power-up if you're skint or you'll be bounced back on your arse.

Red power-ups

Bomb: Take a sharp left or right after launching to avoid the blast.

Parachute: Try to hit an opponent just before they go over a jump.

Hand: Has very good homing abilities so don't worry too much about your aim.

Ice: Be careful not to run into the frozen opponent or you'll be knocked over.

Snowman: Use in twisty turny sections and laugh at your opponents.

Blue power-ups

Invisible: Wait for the exclamation

mark to appear then quickly tap B to avoid being hit.

Rock: Try dropping them just before or just after the ski lift and behind power-ups.

Coin: Use as soon as possible, but not if opponents are on the ski lift as it won't hurt them.

Turbo: Try to use on a long straight and time it so it disappears before you hit the ski lift.

Ghost: Slows down an opponent. Use it immediately so you can grab other power-ups.

Racing technique:

Learn the tracks and try to follow a racing line that involves as little pulling back on the control stick as possible.

Always try to pull stunts off the

jumps by holding down the jump button and releasing it just before the edge of the ramp.

Character selection

As matter of personal preference I'd suggest shunning Tommy Parsy like a Christmas kiss from a tramp. He can't turn for toffee and you lose too much time bouncing off the walls. I used Linda or Slash with a medium board for the first few tracks and then switched to Nancy (don't laugh!) with either a medium or fast board.

Turbo Start

If you press jump just as the announcer says "Go" you'll do a huge jump and

fly into first place.

Christmas shopping

You spend your hard won money in the shop on new snowboards. Each type of board has three different levels, each one costing more than the last. Try to get the best medium board (the one with two stars for everything) as soon as possible. After you've got all the boards you can buy special boards that have great properties. The board made of solid ice is useless for most courses, but great for the high speed special game (the one where you constantly pick up fans.)

COURSE 1: GURU GURU MT

A gentle introduction that shouldn't give you any trouble whatsoever. Use the jumps and collect coins before going for the power-ups and remember to knock your opponents around a bit. There are no shortcuts on this track so stick to the racing line and you should end up in first place

1 Do a diagonal trick off this first jump to collect 150 gold

2 And another diagonal trick off the second jump

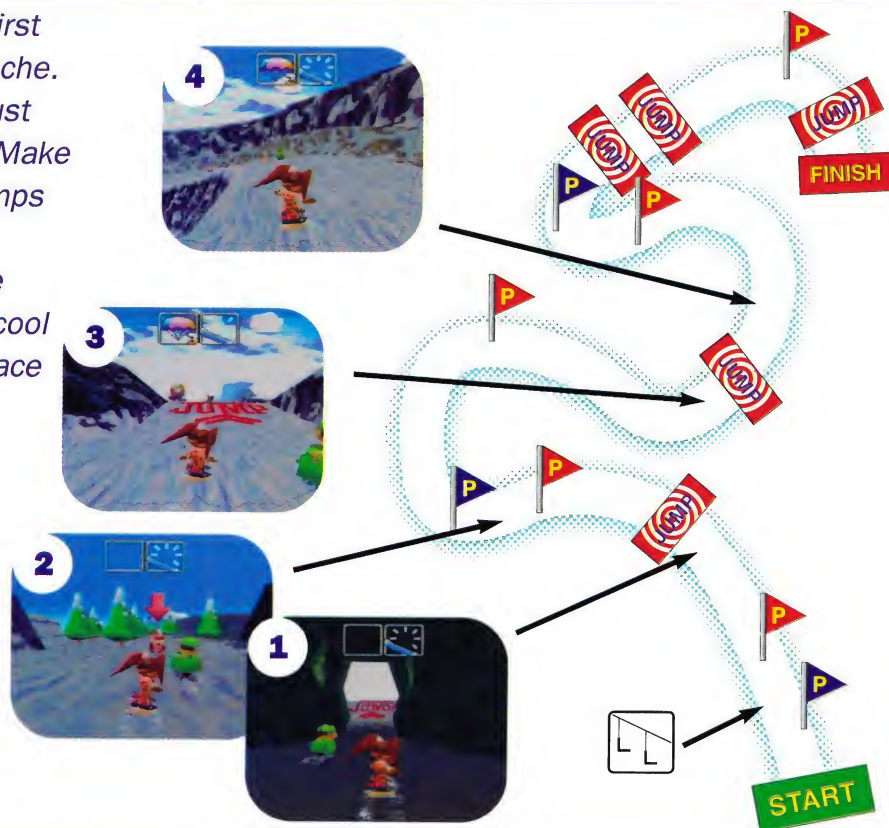
3 Aim for the centre of the finish area to get on the ski lift which drops you off back on the course



COURSE 2: BIG SNOWMAN

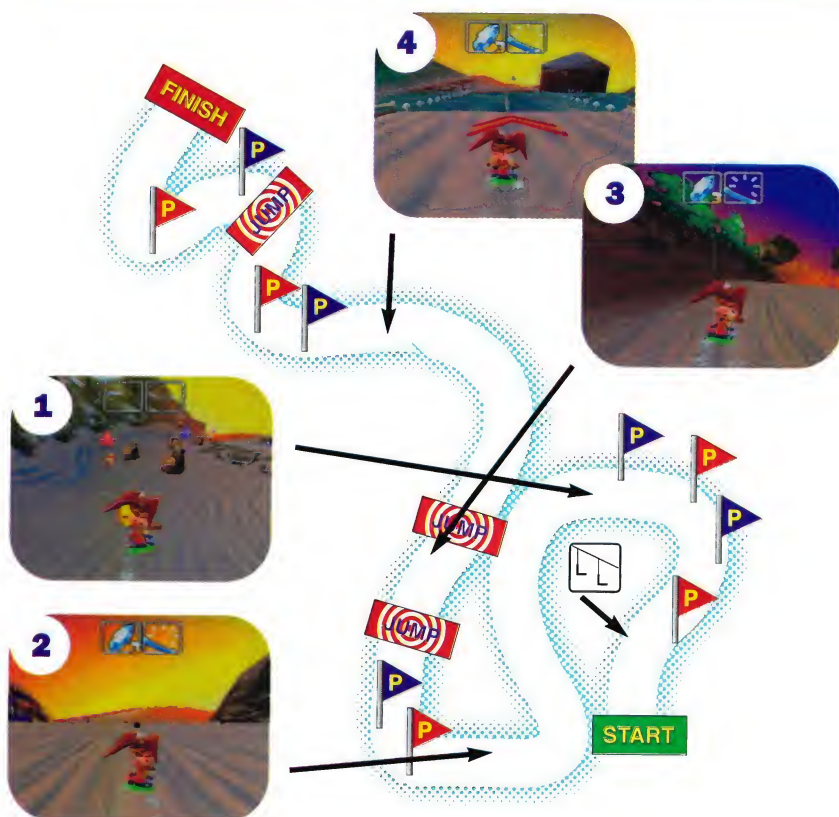
Slightly more difficult than the first course, but still no major headache. There aren't any shortcuts so just concentrate on the main track. Make sure you do tricks off all the jumps and grab as many coins and power-ups as possible. Don't be fazed by the trees, just keep it cool and weave your way into first place

- 1** The first jump is at the end of the long tunnel. You have plenty of warning so line yourself up straight and hold down the jump button ready to perform a trick. It's a long drop so try to do a fancy trick by holding down the C
- 2** Weave to the right to collect the red power-up and then it's back to the left to get through the forest. With practice you should be able to make it through the trees with ease
- 3** The second jump is just after the corner with the huge snowman. It's a long drop so make sure you do a fancy diagonal trick
- 4** Watch out for the cliff on the left-hand side of this bend, you'll lose a lot of time if you fall down



COURSE 3: SUNSET ROCK

Slightly harder than the first two, but you still don't have shortcuts to deal with. Just try to avoid the obstacles thrown at you and keep getting the power-ups. You need to practice jumping on the pole to get across the water. If you keep having difficulty with the pole try practicing on the stunt course first



- 1** Watch out for the rocks on this course. Take the corners wide and keep an eye out for the little rocks on the floor and you will usually be okay
- 2** Keep a look out for the penguins, they are a pain in the arse but easy enough to avoid. People often get confused by the corner at the end of this straight. It goes right and not left
- 3** Watch out for the falling boulders, stick close to the wall and you shouldn't get squashed. Also avoid the cliff by the right-hand side and don't get tempted by the coins. You have to jump to get them and you usually end up going down the mountain side
- 4** You need to jump onto the pole to get across this water. Line yourself straight on with the pole and jump onto it. You should glide across with ease

COURSE 4: NIGHT HIGHWAY

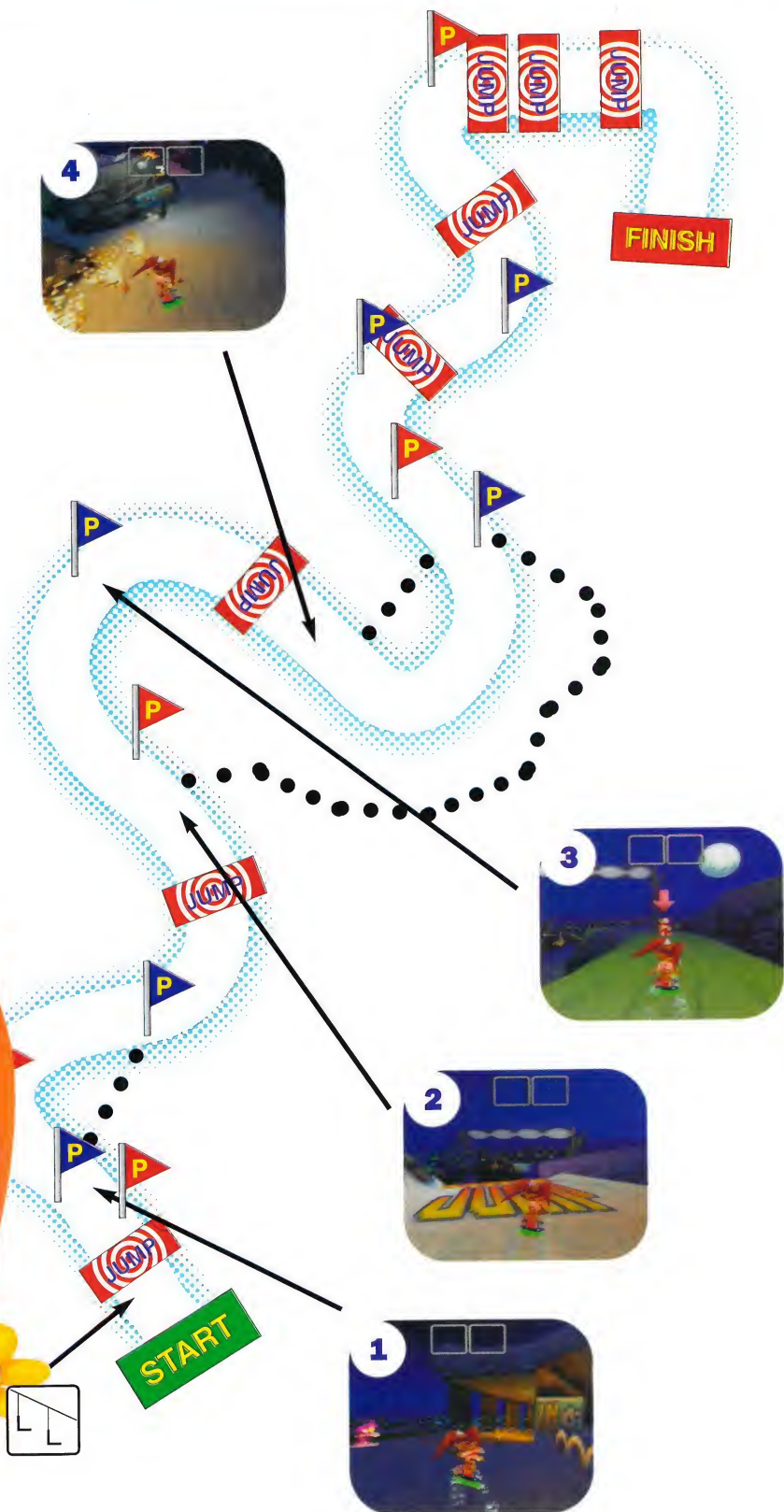
This track has three shortcuts on it and you need to take two of them if you want to be sure of first place. Do a few practice laps to learn where they are and be prepared for a few sharp turns

1 To take the first shortcut make a sharp right and go through the hole in the fence. At the bottom make another sharp right to rejoin the track and you should save a bit of time

2 There's a great shortcut just after this jump to the right. You have to line yourself up so you go over the jump from left to right and don't pull any fancy tricks

3 If you don't make the shortcut you'll have to go along this precipice. Try not to fall off and remember that this is a good place to use your power-ups (especially the parachutes)

4 There's a shortcut to the left just after this jump, but you have to be going quite slowly to take it. If you managed step 2 you'll miss it and come out further down the track.



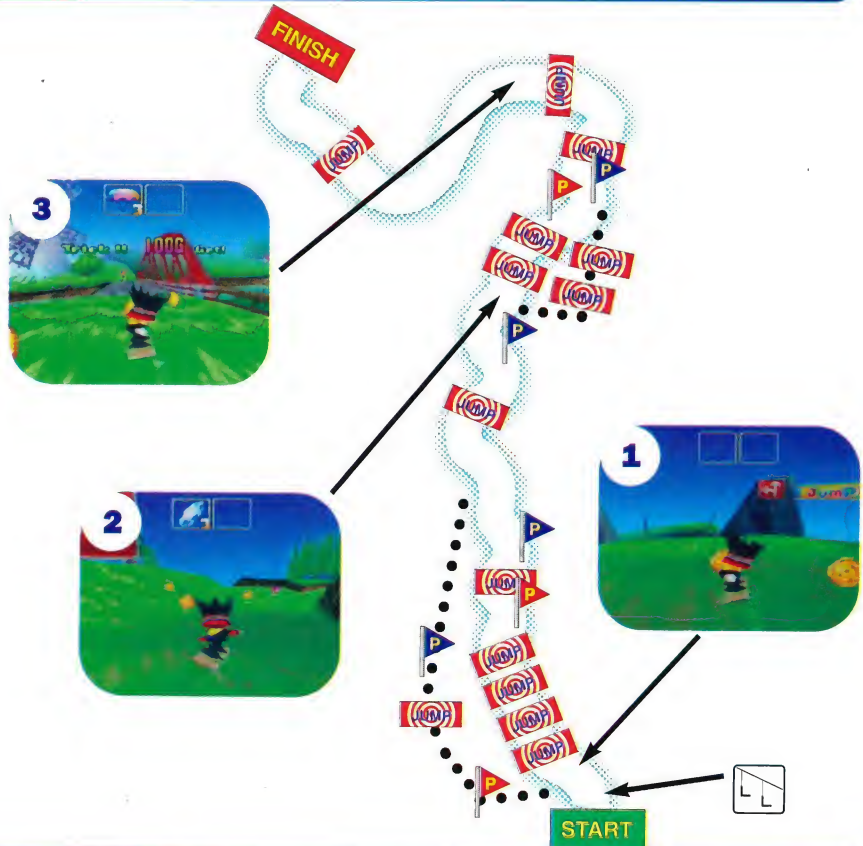
COURSE 5: GRASS VALLEY

Leave the snow-filled mountains and go grassboarding on this lush green course. Quite a pleasant track and although it looks complicated it's not that difficult once you get the hang of it. Learn the shortcuts and you'll be laughing all the way

1 To the right is a series of jumps whereas to the left is a wooden bridge with a few coins. I choose the left track for speed, but for thrills and cash you can go to the right

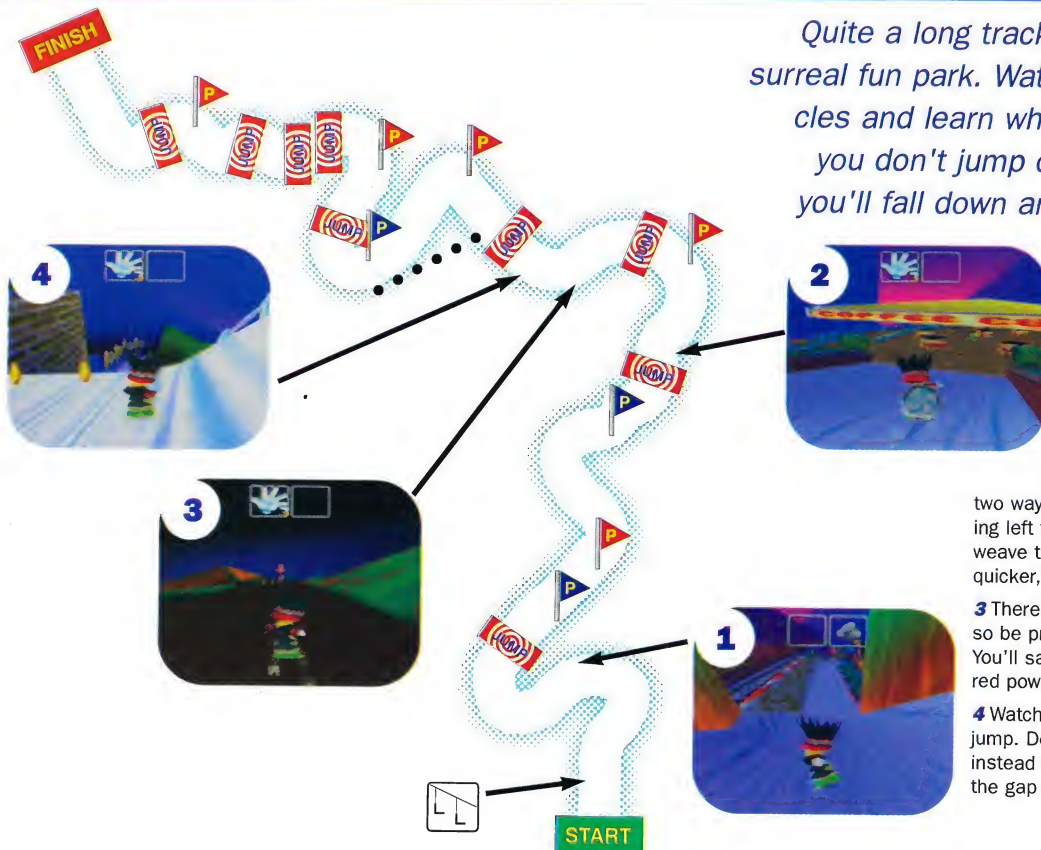
2 Another short-cut, this time to the right, so make a sharp turn. As you go down be ready to jump across two gaps in the track or you'll drop into a ravine and lose valuable time (don't try pulling any tricks here)

3 Make sure you stick to the right here to make it across the bridge or you'll fall in the water and lose a lot of time



COURSE 6: DINO PARK

Quite a long track that runs through a surreal fun park. Watch out for the obstacles and learn where the jumps are. If you don't jump over certain sections you'll fall down and lose a lot of time.



1 Head up the concrete path on the left and collect all the coins for power-ups

2 Avoid the huge cups as you go through this surreal area, if you hit them they act like pinball bumpers and bounce you around. There are two ways through, either take a sweeping left then cut to the right, or try to weave through the middle. Weaving is quicker, but more dangerous

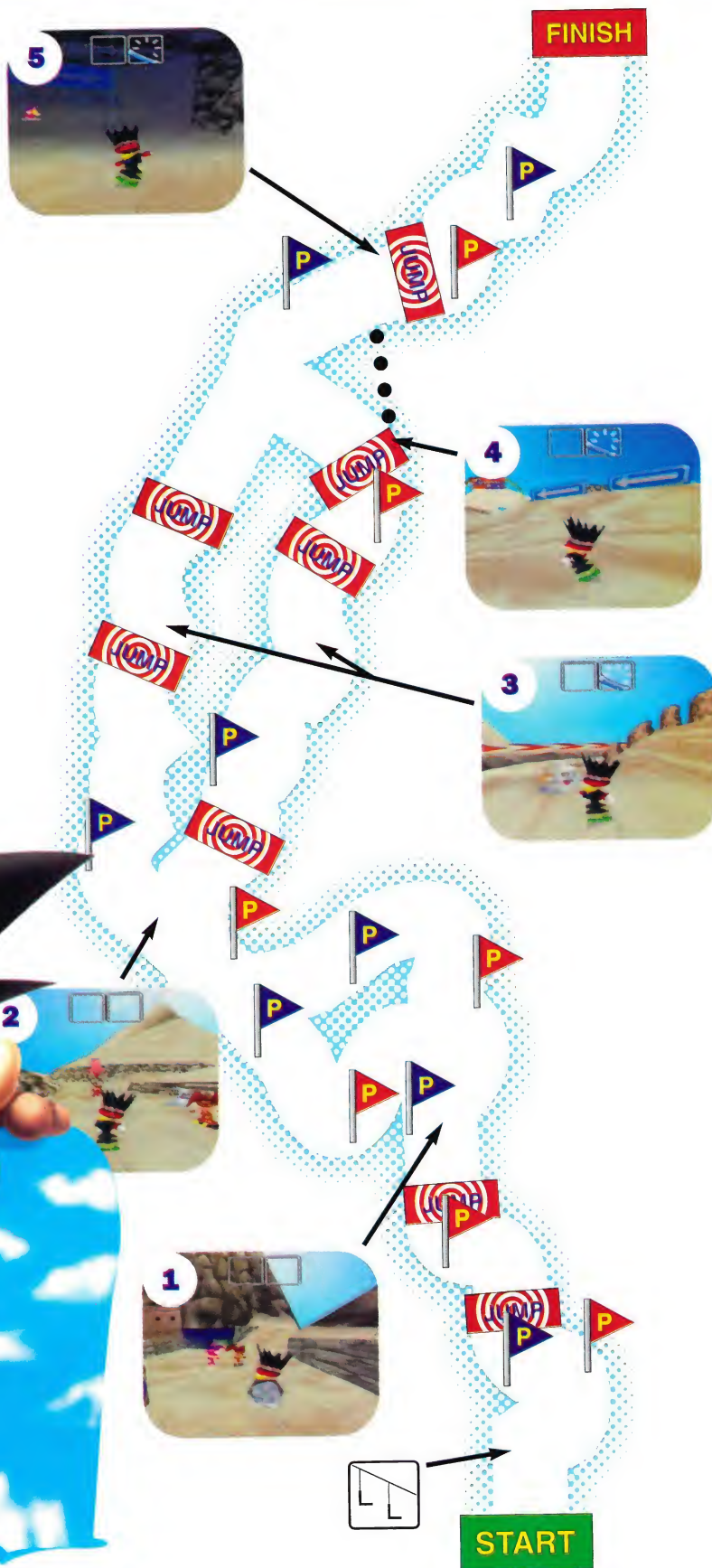
3 There's a short-cut to the left of you so be prepared to make a sharp turn. You'll save a bit of time but miss the red power-up

4 Watch out for the drop after this jump. Don't do a trick, just fall down instead and get ready to jump across the gap onto the other side

COURSE 7: QUICKSAND VALLEY

Achieve first place on all six races and you'll get the bronze pass enabling you to go on to this track. Watch out for the moving sand that pushes you around and try to take the shortcuts for first place

- 1 Just after the wooden bridge the course splits into two. Try to take the right-hand course
- 2 As soon as you rejoin the track you'll come across another short cut, again try to take the right-hand course for the best time
- 3 The moving sand on this bend will try to push you off the side of the track, so slow right down or if all else fails bang into the rock at the side to stop (it's better than falling)
- 4 At this bend there's a shortcut off to the right. Jump over the sand bank and make a sharp right
- 5 Take a sharp right and you'll go through the wall of sand. Keep going until you get to the finish line



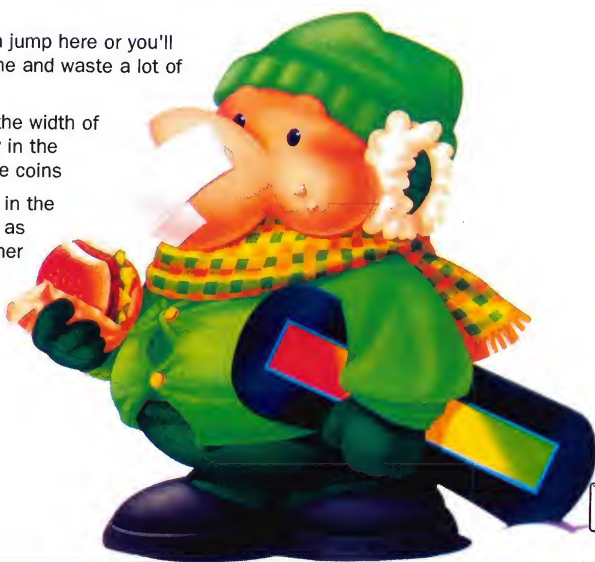
COURSE 8: SILVER MOUNTAIN

A surprisingly sparse course that is covered by a huge amount of fog to obscure your vision. The lack of items and shortcuts makes life difficult, especially after all your practice at knocking down opponents. Just keep a good racing line and learn where the position of the corners

1 Make sure you do a jump here or you'll drop down into a ravine and waste a lot of valuable time

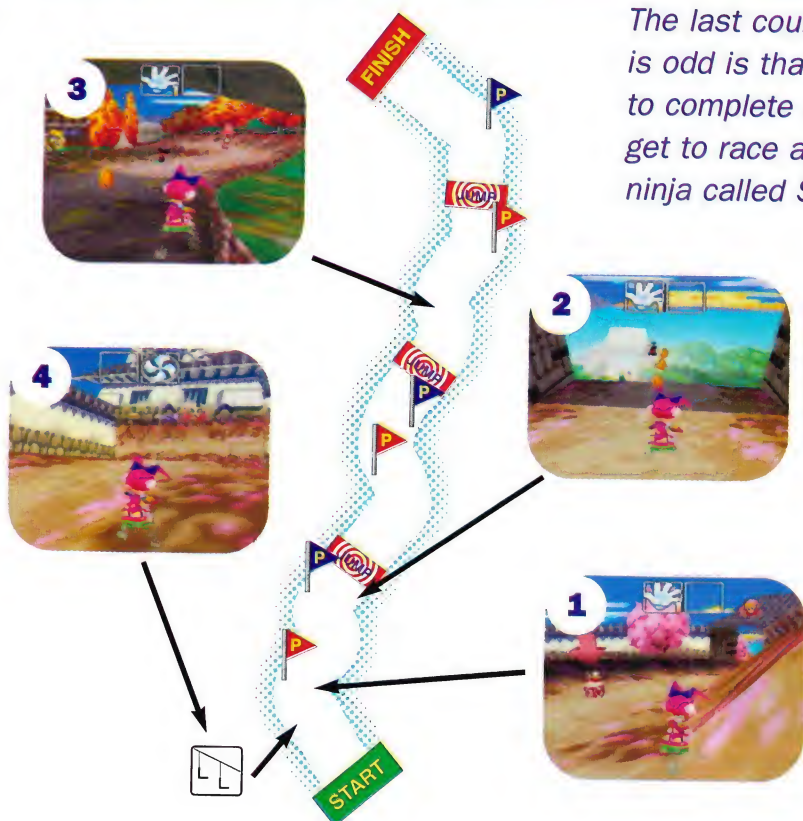
2 Don't be fooled by the width of this section. Just stay in the middle and pick up the coins

3 Make sure you stay in the middle of this section as there are drops to either side. This is a good place to use your power-ups



COURSE 9: ZIPANG

The last course is unsurprisingly the hardest. What is odd is that it is also the shortest, but you'll have to complete a whopping nine laps to win. You also get to race against a mysterious and damn fast ninja called Sinobi



Get first place and Sinobi becomes a selectable character. It's not easy though, the lack of coins and jumps means you're always short of money. Save your power-ups for the ninja and try to dodge the other characters if possible

1 You need to take the corners this tightly if you want to win

2 Line yourself to go straight down the middle of this hill and perform a diagonal trick. You should get 450 gold for all three coins and the trick bonus

3 Use as straight a line as possible to go through this chicane or you'll lose too much time. Hug the right wall, then the left and back to the right

4 After getting off the ski lift you must make a left turn to get back on the track. Learn to skim the white wall so you almost (but not quite) touch it and you should save valuable time



Nagano Winter experts' guide

Tired of being the Eddie (the Eagle) Edwards of Winter Olympics? Then check out our coaching guide to those arctic events and we'll soon have you on that winner's rostrum and well on your way to that elusive gold medal

General Coaching Tips

When playing in championship mode remember two of the oldest clichés in the book:

- 1 It's better to be safe than sorry. Try and play each event relatively safely, particularly on events in which you struggle. You should attempt to consolidate and get at least a few points.
- 2 It's not a sprint it's a marathon. It's far better to consistently score an average mark on each event than get a world record in one event and a score of zero in the next. Both these age old adages apply equally well.

Snowboard, Giant Slalom



Fairly straightforward this event because it's slower than the skiing slalom, giving you more time to navigate the gates.

The first part of the course is the slowest and so it's important not to make any mistakes here as you'll lose what little speed you've built up. As you pass a gate, try and immediately readjust to aim straight for the following gate. The straighter



you are on the course the less speed you will lose. Only use edging when absolutely necessary and in a short burst so as not to bring yourself to a complete halt.

Luge, Single

If you can master the start of the Luge then you should be well on your way to a world record time.

Catch the power meter as the gauge shoots across to the right at full power. Then press L and R buttons in rapid succession to build up your power. The maximum power possible is 30 km/h.

After that it's simply a case of steering it around the course much the same as the bobsleigh. Beware though that the luge is a little more skittish than the bobsleigh and even more prone to being overturned, so don't go too high up the walls.



A good start is one as close to 30km/h as possible. After that it's simply a case of taking it easy for a record beating time



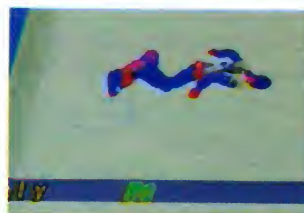
Luge Single			
Rank			
1	NOELY	52.000	
2	NOELY	57.000	
3	NOELY	58.210	
4	NOELY	58.310	
5	NOELY	59.000	
6	NOELY	1:00.000	



Snowboard, Half-Pipe



There's not really a trick to this. It's plainly and simply about speed and reactions. Be sure to mix up your choice of stunts. You'll be marked down if you do too many of one stunt in consecutive attempts. Learn each stunt by name and practice them, that way you can be thinking of the next manoeuvre, just as you complete the last. Finally, don't bother looking at your boarder, it'll only distract you. Focus only on the stunt gauge top right of the screen.



Get your fingers twirling to get the circulation going in those blue legs

Freestyle Skiing, Aerials

Choose a routine that you think you'll be comfortable with. Note that those with lots of power on the final stunt are the hardest to complete since they require you to still be pressing the power button frantically on the final manoeuvre.



Begin your descent, but don't begin powering up until you pass the yellow block marker at the side of the course. Then tap the **A** button repeatedly to build up your power.

Try to keep the power gauge above the needle as you perform each manoeuvre. The secret to landing is to press your **A** button fairly late, just as your skis are about to hit the deck.



Alpine Skiing, Downhill



The secret to a good downhill race is knowing the course. There's one really tricky left hander to watch out for that's followed immediately by a similar bend to the right. So keep alert!

The secret to a fast run is to anticipate the corners, move out wide and then steer into them.

Tap your **A** button to apply the ski edges if you need to make your turns tighter and carry out quick readjustments.

Know the course as well as you can before trying to cut down your time. Then try to get your bodyline correct before each bend appears



Nagano Winter Olympics

Bobsleigh, Four-man



The key to a good Bobsleigh run is in the start. Build up your power by pressing the A button repeatedly. As each of the four green lights come on press the B button every time to get each of your four men to board the bob.

Try and delay boarding each man for a second or so to build up more speed. However, wait too long as each light illuminates and you'll make a pig's ear of it with your players slipping and sliding.

Aim to have all your men inside the bob before it crosses the red line and attain an opening speed of around 25km/h+.

Steering the bobsleigh is pretty straightforward. Let your bobsleigh climb the walls slightly on bends to keep up your speed and then gently steer it back to the middle as you leave each corner.



If you're slow off the blocks you'll never make back the time on the course

However, you'll need to watch that the sleigh doesn't go too high up the walls on corners or else you'll find yourself upturning your bob.

Ski Jumping, K120/K90 Individual

Pull back on the analogue stick as you begin your descent. As you reach the bottom push the stick forward. Then as you leave the ramp pull back slightly to adjust the angle of your skis.

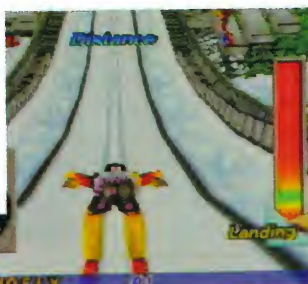
Ignore your skier, instead use the radar in the bottom left corner to adjust your positioning and try and remain as level as possible. As you near the landing line a quick look at the landing gauge will tell you when to land.

Ideally you want to land in the green area.

When landing, in if doubt land early. It's better to land too early than too late. Too early and you'll simply miss out on a bit of

distance and a few points, too late and you'll crash and burn earning zilch.

On the K90 event where you get two jumps it's better to consolidate and score with two safe jumps rather than achieving a world record on your first jump and then a fail in the next one.



Alpine Skiing, Giant Slalom



This one is an absolute marathon and one of the most gruelling events in Nagano, since even a fast time still takes 1 min 40 secs or thereabouts. Total concentration is needed at all times.

Take each gate as tight as you dare in order to minimise the distance travelled between



posts and to cut down your overall time. The secret to the Giant Slalom is getting a nice smooth rhythmic side-to-side action by slowly alternating between left and right with the occasional tap of the A button to help steer you between each gate.



You'll feel almost as physically tired as the skier himself after attempting this event. Try and settle into a rhythmic action and turn into each gate, almost clipping each one, to ensure yourself of a fast time



experts' guide

Curling

There aren't really any foolproof secrets to curling. It's a game that requires skill and judgement, hence the fact that some inferior competitor magazine reviews of the game struggled to get to grips with its finer nuances and gameplay details.

Tilt the screen to view from directly above the action. If you're struggling to judge your shots a sure-fire way to gauge it (providing the route is clear) is to aim the point of the power bar just past (a stone's width) where you want it to stop.

Begin sweeping just after the line to increase the speed of your stone.

Learn to master 'in-off' shots (shots where you aim for one stone with the intention of ricocheting off it towards the centre of the house). 'In-off' shots have two benefits:

- 1 Firstly you can use such shots to reach the centre when a straight shot through the middle of the house is blocked.
- 2 Also, such shots often remove the opponent's stone out of the scoring zone of the house.



Speed Skating 500/1500m



The secret to speed skating is all in the rhythm – so if you're the kind of person who dances like your father on every off beat then this isn't the event for you.

It's important to get a good start in speed skating or else you'll be left on the starting blocks with no chance of regaining the lead. Quickly tap L and R buttons alternately about eight or 10 times in a fast but even tempo to speed off the line.

Watch the meter (it's located at the top right corner of the screen) and alternate between L and R button presses each time the needle reaches the optimum (green) area

in the middle of the gauge.

Once you're away from the start begin slowing the tempo of your presses right down. It's possible to quicken the pace slightly by pressing earlier than dead centre, although the further away from centre you press the more you use up your stamina.

A quick burst at the start is essential to give yourself the opportunity to speed through to a quick time. Then it's simply a case of keeping up a good steady rhythm all the way to the finish. (Karma Sutra: Verse One)



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You Cheatin'

*Hello and welcome to this month's cheat zone. Available to all gameplayers that want to skip all that hard work and head straight for the top scores. Nothing stays hidden from us for long and in this month's issue we have tips for **Fighter's Destiny**, **Chameleon Twist** and even a couple of new tips for **Diddy Kong Racing** that previously eluded all the magazines and guides*

Bomberman 64



Here's a handy tip for all those people who want the upper-hand when playing the battle mode against their friends.

Fast recover: You can recover quickly after being hit, by rotating the analogue stick whilst you are seeing stars.

Keep getting blown up by your mates? Then use our top tip to get up and bomb them right back

Chameleon Twist

The instructions hint at a hidden surprise in this fine platform game. Just like a person who tells you whodunit halfway through a murder mystery, we are going to let you in on the secret.

Secret level: If you collect 20 or more crowns on every level, a new level should appear. It is on the level select option on the menu and in keeping with the spirit of hidden secrets it's called '....?'. When you select the level you still go to a room with symbols above the doors. The symbols correspond to each of the bosses from the game and they are waiting behind the door. So from now on you won't have to go through the entire level to get to the boss.



Got enough tongue to beat this great game? We'll let you in on a secret so you know what to look forward to

Cruis'n USA

If this racer isn't offering enough action for you (what a surprise) then spice it up with these special cheats.

Secret cars: Hold down the **C up**, **C left**, and **C down** buttons while you are on the vehicle select screen. You should now be able to access the police car, jeep and school bus.

Severed head: First of all get a hot time to access the hot times screen. Input your ini-



tials (any will do) and hold left for over 30 seconds. A head will then appear on the conveyor belt and you will be able to access the cheat menu.

Lights and siren: First of all perform the severed head trick. Now select either the school bus or police car and start a race. During the race quickly press brake, brake, accelerate and the lights should start flashing. Let go of accelerate to stop the special feature.

Choose blocked levels: This cheat lets you select levels not normally available on the level select screen. Hold the buttons down on the level select screen to activate the cheat.

Golden Gate Park: **C left**, **C down**, **L**

Indiana: **C up**, **C right**, **L**

San Francisco: **C right**, **C down**, **L**

Need some cheats to spice up this less than perfect racer. We'll let you race some hidden cars and secret tracks

Bast@*0%

Send your stuff to
 Cheat Zone, N64 Pro, Freepost,
 Media House, Adlington Park,
 Macclesfield SK10 4YE
Or E-mail: markh@idg.co.uk



Diddy Kong Racing

A couple of new useful tips for Diddy Kong Racing have emerged from the murky depths of the cheat zone. We aren't very good at keeping secrets so we thought we'd pass them on to you.

Water wiggle: When accelerating in the hovercraft, wiggle the control stick backwards and forwards. If you time it right and don't overdo it you will accelerate faster and get a higher top speed than normal.

Loop and barrel roll: You do a loop or barrel roll by tapping the R button twice. But did you know that by holding

Trash Wizpigs lardy butt with some of our hints and cheats. And when the fatso is left choking on your dust you'll get even more cheats to play around with

down the R button gives you a much greater loop? This makes it possible to go back and pick up missed power-up.

Magic Codes

After beating the entire adventure game watch the credits and before it finishes a code will flash on the screen. Now, each time you beat Wizpig in either the first or second race you will get a new code. Here's some to be getting on with.

All balloons are blue: **ROCKETFUEL**

Two players can choose the same character: **DOUBLEVISION**

Same speed on all surfaces: **OFFROAD**

Power-ups to max: **FREEFORALL**

Music Test: **JUKEBOX** (the check audio options)

No Zippers: **ZAPTHERIPPERS**

Tiny Players: **TEENYWEENIES**

Credits: **WHODIDTHIS**

Extreme Opponents: **TIMETOLOSE**

Mortal Kombat Mythologies: Sub-Zero

They won't make the game any better, but at least you may feel happier playing with these cheats and tips. Then again, you may not.

Enter these codes on the password screen to activate the cheats.

10 Urns of Vitality: **NXCVSZ**

1000 Lives: **GTTBHR**

View Credits: **CRVDTs**

Level Codes: Enter these codes at the password screen to select missions.

Mission 2: **THWMSB**

Mission 3: **CNSZDG**

Mission 4: **ZVRKDM**

Mission 5: **JYPPHD**

Mission 6: **RGTKCS**

Mission 7: **QFTLWN**

Mission 8: **XJKNZT**

Special Moves

Ice blast: **down, forward, low punch**

Slide: **block + low punch + low kick + back**

Diagonal ice blast (UP): **diagonal forward/up, down, right, high kick**

Diagonal ice blast (Down): **diagonal forward/down, back, low kick**

Ice clone: **down, back, low punch**

Ice shatter: Use 2 ice blasts to shatter your opponent.

Super Slide: **block + high punch + low punch + Back**

Freeze on contact: **down, forward, forward, high Punch**

Polar blast: **forward, back, back, high punch**

Spine rip fatality: **forward, down, forward, high punch**

6 Hit Combo: **HP, HP, LP, LK, HK, back + HK**

Want to get further in this game? well then you're quite evidently mad



Wayne Gretzky's 3D Hockey

This cheat will work on both versions of Wayne Gretzky's Hockey.

Debug mode: At the options screen press **C down + R**, **C left + R** or **C up + R**. A window will pop up that lets you modify a 16-bit register. You can change the first 6 bits and different variations will alter the players' appearance, the announcer's voice and lots of other things in the game. Here are some examples, but feel free to play around and find your own cheats.

Stocky players: **100000**

Stocky players, big heads:

010000

Stocky players, small heads:



110000

Small players, small announcer:

001000

Large players, large announcer:

000100

Crunched players, small

announcer: **000010**

Elongated players, large

announcer: **000001**

Large players, small heads, large

announcer: **110110**

Crunched players, large

heads, small announcer:

010010

Large players, large

heads, large announcer:

010101

Elongated players, large

heads, large announcer:

010001

Tiny players, chipmunk

announcer: **111010**



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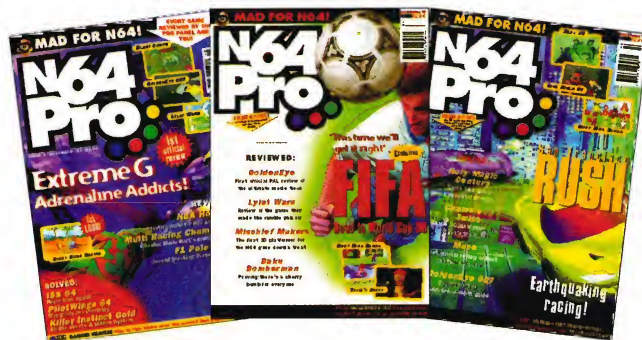
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Preview Rampage

If transforming into a marauding beast sounds like your bag, Midway have got just the game for you!

Midway's classic Rampage has been entertaining gamers in arcades and in homes for more than a decade on various consoles and computers. The game has jumped from platform to platform (so to speak), each time receiving a graphical upgrade but little else. The gameplay always remains the same throughout – destroy the surroundings with giant man-eating beasts. There's no greater subtlety here than comes through smashing things, and let's face it, there's no better way to let off steam for most of us.

Crushing buildings, eating bystanders and swatting helicopters are only a few of the normalities in the game. Personally, I'm all for a

bit more monster mayhem and a bit less of the firing ludicrously powerful weapons at each other in today's games.

Attack of the 50ft Noely

And let's not forget about the multi player option, one of the elements that made the arcade game such a hit. In multi player, three King-Kong and Godzilla-like beasts tear the city apart while working with or against one-another at the same time. This was classic 2D arcading at its best and it looks like it'll all be there in spades in the N64 version! Who could ask for more?

During the last year both PlayStation and Saturn have received less than perfect remakes of Rampage, but it looks as if we could see the best version ever outside of the arcades. Major complaints about the most recent attempts included a multi player option for only two players, unresponsive controls and poor animation. Luckily, the Nintendo 64 version looks to have conquered these problems and is looking highly promising at the moment.

The game plays exactly as it should, just like



The main aim of Rampage is simple, smash the buildings, swat down the planes and eat anyone who dares stick their head out of the window



By
**Steve
McNally**



Unfinished Monkey Business



ge

Calm down Noely...

Source(s):	Midway, GT Interactive
Materials supplied:	Information, screenshots
Extra information:	IGN64.com
Development location:	USA
Playable version:	Yes
Percentage complete:	70%
Estimated release date:	April '98

the arcade in fact. Of course, the N64's analogue stick enables much more precise control and rumble pak support has been included so that players can feel the destruction, but the object of the game remains exactly as it always was. Players wreak havoc throughout the city with one of four giant monsters (including one hidden beast). Points are awarded depending on how much damage the player has caused. Eating humans, smashing cars and destroying anything in the air also add up for high scores. Once a player has been damaged enough he/she will return to their human self and slink away from the chaos as if nothing had happened.

This is going to be another game, somewhat like Yoshi's Story, where the main incentive is to go for the highest possible score,

rather than the now more traditional goal being to push on so that you can see the next wondrous effect or level that the programmers have dreamt up. I always thought this would be a good thing were it ever to happen, but now I'm not

so sure. Yoshi didn't really do a lot for me and I can't help but wonder if we've been irretrievably spoiled by the events of the last few years? I certainly hope not.

It's the Great Grape Ape

The action takes place in a strictly 2D world where sprites play the main role. This means that everything moves at a robotic pace, with jerky motions that look almost painful. Not to say that this is bad, but it's certainly different from the motion-captured 3D models that have become the trademark of Nintendo 64 titles. That said, the 64-bit upgrade of Rampage looks to be much more polished than its predecessors, with vibrant colours and a anti-aliased overhaul. Still, players are more likely to get their kicks playing the title than they will looking at it.

All in all it's Rampage. If 2D,

In true King Kong style the military send planes and helicopters after you in an attempt to stop the murderous rampage

As the buildings start to crumble you need to be ready to flee the scene before it collapses and crushes you



multi player destruction sounds good to you, then it's time to start getting excited in preparation for release day. However, this is one of those games that it's easy to spot who's going to like it even at this early stage in its development, because your views on this latest edition are almost certain to be the same as your feelings on the last one.

If you didn't like the previous versions you won't like this one either. The only thing that's holding me back from full on excitement about the arrival of this one (I've been a fan for about as long as I can remember) is Midway's incredibly poor track record on the N64, and if they don't get it right with this one then you can expect to see magazines lining up to knock it down ●



Just the Facts

One to four playable characters (including Lizzy, George, Ralph and a hidden one)
Three-player multi player mode
Four types of grudge match and three bonus matches
14 bonus levels and other hidden ones

Preview Jests

Curved Logic's mission statement is a simple one – 'Go out and prove that Chester has more to it

Back in the days of the Commodore 64 and, more recently, the 16bit era, Ocean was infamous for its never-ending production-line of very average movie licenses such as Platoon, Dennis and Jurassic Park. Now, after some serious financial juggling and internal restructuring – including a recent move down the road to even more salubrious offices near Mick Hucknall's Barca bar in the trendy Castlefield area of Manchester – Ocean is now ready for its second coming.

Now joined at the hip to French publishing power-house Infogrames, Ocean's line-up is more diverse than ever before. Already the reorganised software house has launched Fighter's Destiny, the first N64 beat'em-up to be met with universal acclaim from the specialist press (scoring 89% in N64 Pro and 90% in the Official Nintendo magazine) and has Wetrix, UEFA Soccer and Mission: Impossible lined up for British PAL release this year. The joker that's

hidden so far up Ocean's sleeve it's sniffing the corporate armpit, however, has to be Jest.

Ever since Gremlin's Harlequin on the Amiga (1992) there has always been a market within the games industry for pseudo-sinister clown/ jester/ marionette escapades – the most recent being

BMG's '3D' platform effort Pandemonium 2 on the PI**Station.

So Ocean are by no means the first software house to pick up on the 'clowns can be evil' theme. The storyline of this upcoming true 3D platformer, programmed by Chester-based developer Curved Logic is, in a word, mad. Taking the role of Jax, a jester's apprentice, you enter the surreal world of Humorous where you do battle against other jokers, wild magicians and the mysterious Council of Seven. Your ultimate



In ancient times, fools often set up independent businesses of their own, and made money by minstrelsy, acrobatic feats and folly



By
Alex Lee

Only Jesting



Source(s):	Ocean, N64.com
Materials supplied:	Artwork, Screenshots
Extra information:	Curved Logic Website
Development location:	Chester
Playable version:	No
Percentage complete:	75%
Estimated release date:	July

than some Tudor architecture, a zoo and Hollyoaks'

goal is to create universal harmony and acquire power beyond the reach of all other mortals – in other words, become a top jester.

Pull the other One

We're not talking passing out from some sort of clown finishing school here, however. The greatest jester of them all – and your most fearsome opponent – is Tarot, leader of the



Seven and a bit of a card. Born several centuries ago, this nutter only exists in spirit form inside the Humorous and has nothing better to do to pass his time than to kick out people like you. Tarot does his job so thoroughly that in the last 200 years not a single joker has successfully acquired the Jest. To make things harder, your character Jax is about as incompetent as a joker could get – a sort of joker equivalent of games reviewer Mark Hattersley.

Jest's world is made up of several so-called micro-worlds, ranging from a freezing, seemingly uninhabitable mountain range to a hair-raising Scooby-Doo style haunted fairground. Despite its British origins, the game actually resembles a French comic both in its style and overall design. People familiar with the likes of Tin Tin, Asterix and Lucky Luke will instantly recognise this distinctive genre.

Judging from some of the early imagery such as the rainy Chicago scenes (see accompanying screenshots), Jest should ooze atmosphere when it arrives in late July – to be simultaneously released in Europe and the US. Let's just hope that the gameplay is as exciting and original as the screenshots would suggest. N64 Pro will be there with the first official review in a couple of issues' time ●

You must be joking

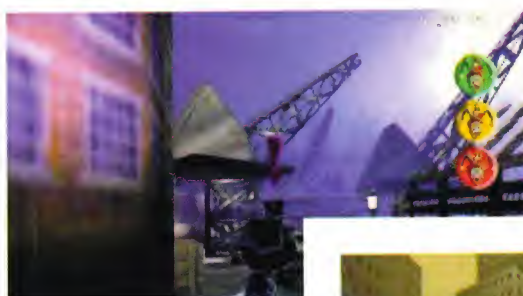
While the Celtic and Teutonic Fool is a mysterious figure who occasionally emerges out of the legends and superstitions of the Dark Ages, the medieval court jester is a more solid and reliable individual as evidenced by references to his importance in the royal account books as the recipient of wages, clothes and medical attendance



References to fools begin to appear in the historical record after the Norman Conquest in 1066. 1175 records accounts of Henry II, in which he made a grant of land to 'Roger Follo his Otter-hunter'



Fools in the Middle Ages were employed by businesses as well as by kings and noblemen. Fools and jesters were in great demand for pageants, processions and medieval festivals



Traditional fool's wear a motley coat, cow-like hood adorned with ass's ears, bells, (sometimes a cockscomb on the head) and sword or wand in the hand





The Biggest Gi

Some of the world's biggest software houses, peripheral manufacturers and book publishers have got together to provide what has to be the most valuable giveaway in console magazine history. It's a breeze to enter and you don't even have to put a stamp on the envelope! Good luck



Question 3
1 Goeman punch bag



Question 6
5 Tremor paks with 1Mb memory



Question 1
5 Nagano Winter Olympics carts



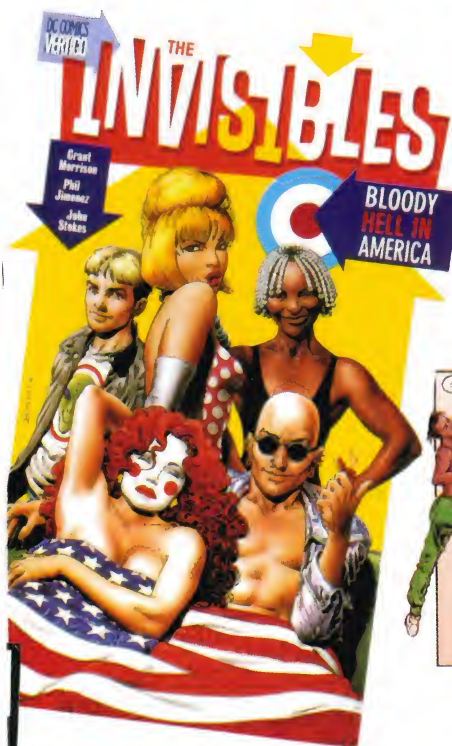
Question 4
5 Pole Position 64 carts



Question 5
3 LX4 steering wheels with rumble effect from LMP



veaway Ever!



Question 7
5 The Invisibles
- Bloody Hell in America



Question 8
5 Duke Nukem carts



Right: This rather attractive young lady wants you to enter the WCW competition on page 93. Once you've filled in the form on the right, go pay her a visit. You won't regret it



Entry form

Answer as many or as few of the questions as you like, but remember, you have to be in it to win it! Or something

Print your answers clearly

Question 1

5x Nagano Winter Olympics carts

Which sport is played with 'stones' on an ice rink with a 'house' at the end?

Question 2

5x International Superstar Soccer 64 carts

Which footballer recently refused to play for England 'B'?

Question 3

1x Goeman punch bag

What weight division does Prince Naseem fight in?

Question 4

5x Pole Position 64

Who is the current Formula One World Champion?

Question 5

3x LX4 steering wheels from LMP

Complete the nursery rhyme line - *The wheels on the bus go...*

Question 6

5x Tremor paks with memory

With what natural disaster would you associate the San Jose soccer team?

Question 7

5x The Invisibles - Bloody Hell America

Name TV's original Invisible Man

Question 8

5x Duke Nukem carts

What's the female equivalent of a Duke?

Entries to be in before April 30. Send to **Biggest Giveaway Ever, N64 Pro, FREEPOST, IDG Media, Adlington Park, Macclesfield SK10 4YE** (Photocopies of this form are okay)

Six of the best 4

Action Replay

After an issue's breather, it's back to ISS 64 to supply this month's batch of stunning goals. Goal Of The Month for January was overwhelmingly Goal F – far post first time volley – which over 87% of you voted for. The lucky winner of a game of his choice is Paolo Wyatt from Reading

Goal A Near Post Diversion



1 Plattner gets a head of steam in the rain and tests Ehrsson for pace



2 Isaksson comes across to cover, but Plattner gets his cross in just in time



3 It's an in-swinger, and Kohlmeir makes a late run to the near post



4 Kohlmeir gets the faintest of touches to divert the ball towards the goal



5 The Swedish 'keeper' wrong footed and the ball's on its way in



6 Centre half Maln stops in his tracks, his chase to retrieve the situation was a forlorn one

Goal B I've Started, So I'll Finish



1 Julic, finding himself in space, sprays the ball out wide



2 The ball eludes Christen who's been caught going forward



3 Josic latches onto the ball to drill in a low right-footed cross



4 Julic, who started the move, prepares to hit the ball on the volley



5 He makes a great, full-blooded connection



6 The ball flies in and hits the back of the net before the 'keeper hits the deck

Vote for Goal of the Month! Tell us which goal you thought was best and win an N64 game of

Tricks of the Trade

Prima Donnas

Get large heads by entering the following at the title screen – top C, top C, bottom C, bottom C, left C, right C, left C, right C, B, A then hold Z down and press start

All-Star Teams

Hidden teams – at title screen press (on D-pad) up, L, up, L, down, L, down, L, left, R, right, R, left, R, right, R, B, A, then hold down Z and press start

Cast No Shadow

Rubbish fact that only I've noticed – When you play in big head mode, the shadows cast by the players only have normal heads

Goal of the month, January

Far post first time volley – The lucky winner of a game of his choice is Paolo Wyatt from Reading

Goal C Catholic Frenchman



1 Thierry gets up well to beat Frutos to the ball in the air



2 It's an accurate headed ball straight to the feet of Chatillo



3 He uses his pace to reach the edge of the penalty area



4 The French centre forward launches a hard left-footed shot



5 As the ball angles in, Spain's 'keeper dives across to cover the shot



6 But he can't quite get there as the ball nearly bursts the net

Goal D Schmiedl's Super Shot



1 Schmiedl's determination takes him and the ball away from Volny



2 Volny's nowhere near, but Schmiedl's still bearing down on goal



3 Schmiedl drops his shoulder and cleverly darts to the left



4 He leans back, ready to unleash a powerful left-footed shot



5 The 'keeper's got no chance – his dive's going to be in vain



6 It's there! The crowd are on their feet, roaring their collective approval

Goal E Deadly Accuracy



1 Chatillo takes responsibility for this vital free kick



2 He confidently sends a right-footed shot right at the wall



3 The ball's speed and lifting trajectory strikes terror into the hearts of the members of the Spanish wall



4 Spain's motley bunch of defenders jumps to try and block the shot



5 None of them can get near it as it whistles past, flying unerringly towards the top corner



6 Oh you beauty! Even with an enormous head, Spain's 'keeper can't get in the way

Goal F Keegan's Curler



1 Keegan receives the ball, but there's plenty of Germans around to snuff out the danger



2 Kolle moves across to cover, but Keegan changes direction and turns inside



3 A quick change of pace completely foxes the normally reliable centre half



4 Surely he can't beat Germany's 'keeper from that distance?



5 Look at the swerve on that! That's straight out of Brazil's book of tricks



6 What a goal! Surely it's a contender for goal of the season!

your choice! Write to: Goal of the Month March at the usual Freepost address before April 30

Peripheral Vision 4

Noely's off 'doing' his hair, so I'm standing in for him. There's only a couple of new add-ons up for review this month. They're proper belters though, so cling on to your seats and let the earthquake begin. **ALEX**

LX4 Steering Wheel with Rumble Effect

Gamester LMP 01992 503 133
www.leda.co.uk

Although the name of the thing's more of a mouthful than a jar of large gobstoppers, the LX4 SWwRE (as it shall be called) is a marked

improvement on its recent predecessor, the LX4 Steering Wheel (3.5/5, N64 Pro issue 4).

A wheel/pedals/tremor combo that can be used with every rumble pak compatible game, the LX4 SWwRE is functional and sturdy and, maybe most importantly, doesn't look too embarrassing due to its slick racing green and black livery. The LX4 Steering Wheel

mentioned earlier went down quite well with Noely, although in the end he reluctantly marked it down because of its slightly steep RRP of £79.99.

The LX4 SWwRE comes in at a more affordable £69.99 and has the

added bonus of a no batteries required rumble effect whenever you scrape a wall, collide with another vehicle or, in the case of Extreme G and Diddy Kong Racing, get hit by hostile fire! The vibration isn't enormous and won't shake your socks off, but it's enough to add a bit more fun and realism to your N64 driving experience.

As the rumble unit is housed in the 'dashboard' area under the wheel (which, strictly speaking, isn't a wheel as it isn't a full circle but, hey, I'm not complaining), there was some initial scepticism from the team as to whether you'd actually feel anything. Mark, Noely (fresh back from 'doing' his hair) and I all gave it a go and you do feel enough of a pulse to give this a decent score as it's otherwise identical to its predecessor. In fact, it only misses out on a maximum mark because the lightness/heaviness of steering can't be calibrated.

Pro Rating 4.5/5



Sturdy and classy looking, the LX4 Steering Wheel with rumble effect is a fine buy

LX4 Tremor with 1Mb Memory Controller Pak

Gamester LMP 01992 503 133 www.leda.co.uk
Small, grey and light, the LX4 Tw1MCP is a mouse in terms of physical size, but a veritable elephant in terms of memory and rumble power. Looking for all the world like a communicator/phaser from an episode of Star Trek, this fine piece of equipment weighs in at a fairly hefty £19.99, but although that's not cheap it's certainly great value for money. As its nearest competitor, the Datel Shockwave, costs a fiver more for exactly the same spec, the LX4 Tw1MCP has to be the best buy of the rumble bunch and only misses out on full marks because of its slightly retro look and awful shade of grey.

Pro Rating 4.5/5



The LX4 Tremor with 1Mb controller pak works better than it looks

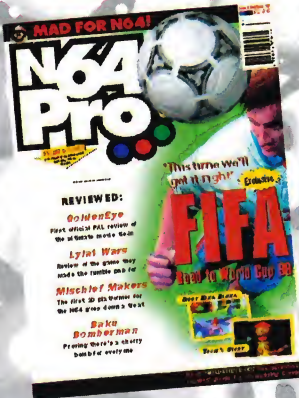
Peripheral Chart



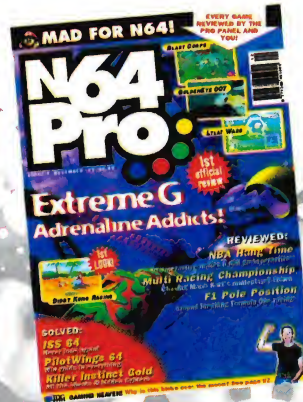
The updated list of top five peripherals as voted for by the N64 Pro team

- 1 Nintendo hand controller**
- still has no competition for looks and lastability
- 2 LX4 Tremor with 1Mb Controller Pak**
- best value rumble/mem combo
- 3 Datel Action Replay**
- cheat your pants off with consummate ease
- 4 Top Gear Steering Wheel**
- this wheel's on fire!
- 5 LX4 Steering Wheel with Rumble Effect**
- innovative and good looking

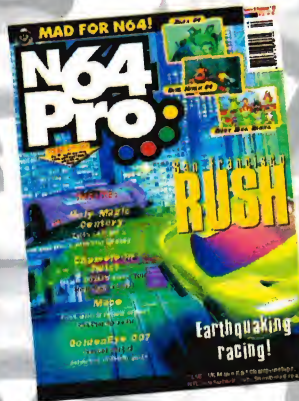
You wanted 'em and now you're gonna get 'em. Strictly limited numbers of the last few issues of N64 Pro can now be bought directly from us for only £3 per copy



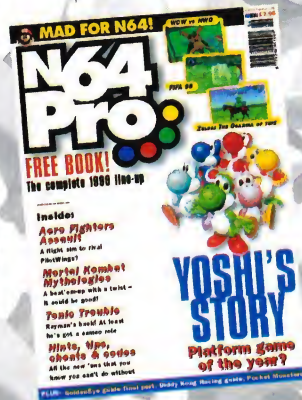
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Free Gift: Cheats Number One
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Issue Five March
Cover: Nagano Winter Olympics
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Talkin'

This month **N64 Pro** shuns the high street stores of Britain in favour of some

Do you ever get sick of waiting for games? Do you hear all about the latest releases and then have to wait for several agonising months whilst the carts make there way from the land of the rising sun, to good old Blighty?

What you want is to get games at the same time as the Japanese and Americans. What you want is to get games before all your mates. In short, what you want is to run Japanese games on an English machine. And we're going to tell you how...

Land of the Rising Fun

High street stores don't tend to sell Japanese games, and as going to Tokyo is a fair old trek, the first thing you have to do is find a store that sells imports. Most major cities have at least one store that will happily flog you Japanese games, so hunt around the smaller independent shops and you should end up smiling.

Failing that you can always use mail order companies. Sift through the adverts in this magazine and you should find plenty of companies that will meet your needs. But you're going to be sorely disappointed if you try shoving Japanese games in your UK N64, because they won't work. Buying videogames is never easy is it?

There are two reasons why good old Jap games throw a wobbly when placed in UK machines. Firstly, our TVs are different with America and Japan using NTSC whilst we use PAL (see box-out for full info). Despite sharing a name with a brand of dog food, our TV system is better (hooray!), but it stops games from Japan working (boo!).

Not only that, but Nintendo don't like games that are being sold in one country ending up in another. So the big N has spent considerable time and money making sure that Japanese games don't work in English machines. But don't give up, there are two options that you can use to play imported games over here.

I have a Cunning Plan

Option one is to buy an NTSC N64 which are available from most shops that stock import

games for around £149.99 (take a look through the adverts in this mag to find out where to get one from).

NTSC machines are usually American N64s that have been modified to run Japanese games as well as American games. Because of the TV difference (see boxout for technical details) you need a television that is capable of accepting an NTSC signal.

Many modern televisions have no problem with NTSC (but then again quite a few do) as they are built to be sold in more than one country and will automatically adapt when you place an American N64 into them. But you have to use the SCART socket or an AV socket instead of the aerial input on your television, which is not much of a problem as almost all televisions now have a SCART input. As a general rule ask the shop exactly what you are getting and what you need before parting with your money.

Buying an NTSC machine is a major decision though. Although they will run American or Japanese games without a hitch, sometimes the colours can be a bit mismatched and let's face it, the machine costs more than an official UK N64 and cannot run UK games. So buying an imported machine is really only for the serious gamer who intends to buy more import games than official releases.

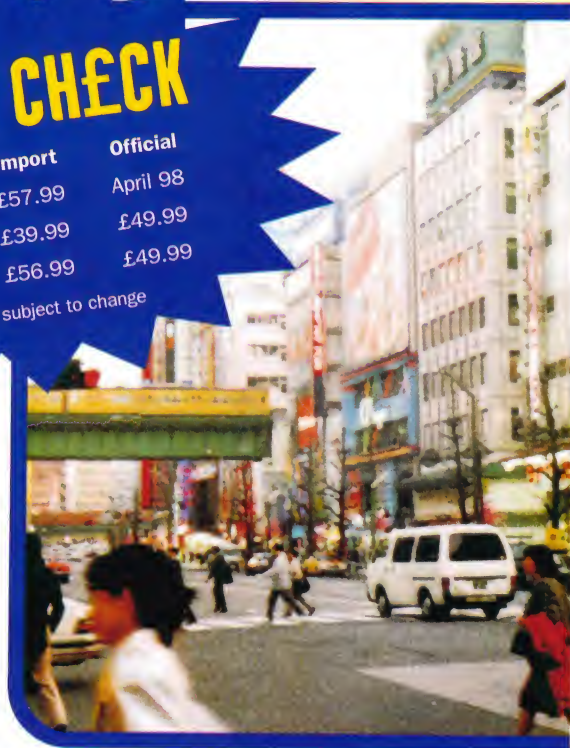
Converting to the American Way

Which brings us to option number two, buying a converter. These are cartridges that slot in your N64 just like a cartridge. In the top of the converter you place an American or Japanese game, and in the back you stick in a UK game. The good news is that all this

PRICE CHECK

	Import	Official
Yoshi's Story	£57.99	April 98
Duke Nukem	£39.99	£49.99
SF Rush	£56.99	£49.99

*Prices subject to change



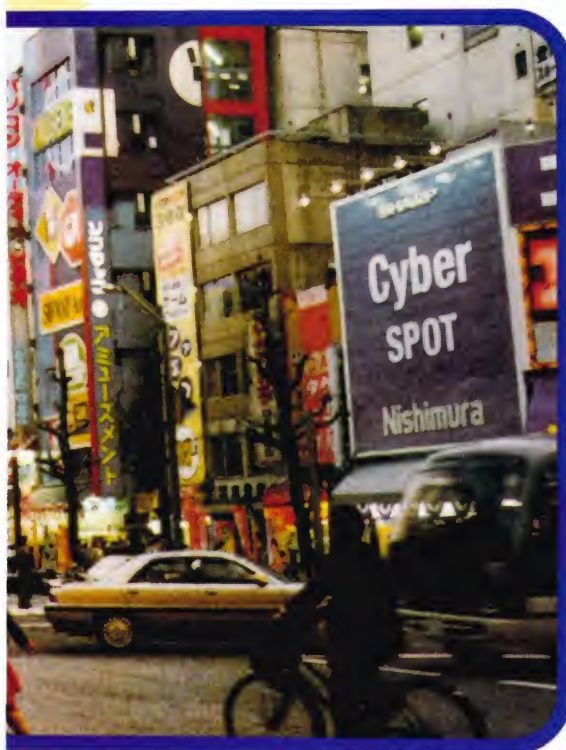
works with an English television so when you switch on your N64 the UK game is used to fool the N64 into thinking it is playing a UK game and disables the lock-out system leaving you happily playing an imported game.

At least that's supposed to happen, but sometimes converters just plain don't work. Nintendo are wise to what converters are being sold and constantly update their games to prevent them from working on converters. This forces the manufacturers to make new converters that will beat Nintendo's current lock-out system. Yoshi's Story, for example, wouldn't work through our converter and we had to use an NTSC machine to review the game. Although most third-party games seem to work, it is likely that all new Nintendo

Shop

by Mark Hattersley

thing far more exotic



games will need a new converter so you may get caught in a nasty spiral of buying new converters for every new Japanese game.

The official Nintendo line is that converters damage your machine and invalidate your warranty. But evidence of this is thin on the ground, and neither we, nor anyone we know have ever had any trouble with converters. But if your N64 does break down it is wise to neglect mentioning the fact that you own a converter to Nintendo, or you may find them

reluctant to carry out repairs.

Converters can be found wherever you get imported games and usually cost around £14.99. It's wise to ask about compatibility between the games that you're interested in and the converter at the time of purchase.

Oriental Games

Enough about technical mumbo jumbo, what about the games? Well those of you that start buying imported games are in for a treat. A quick look at our release schedule in the news section will show you just how far ahead in the game the Japanese are. Imagine going shopping for 1080 Degree Snowboarding, Banjo-Kazooie and looking forward to the June release of F-Zero X. Not only that, but many games never get an official release over here, so you instantly get a much bigger selection to choose from.

But how much will the games set you back? Well, the price of import games varies far more wildly than the official on-the-shelf games. As a rule, brand new import games tend to be around the same price as official releases, although prices do vary a lot. Old import games, especially ones that have had an official release, tend to be exactly the same or cheaper than official releases because, given a choice, people go for official UK releases. Here's a price comparison chart of games that we've compiled from retailers and adverts in this magazine. Please remember that prices are subject to change faster and more often than Superman visiting a revolving door exhibition.

Warning! "2," "À," "Ê," "ø," "¿"

As final word of warning – beware the Japanese instruction manual! Japanese instructions look so much prettier than their English or American counterparts, but unless you have a masters degree in fluent Japanese you're not going to find them very helpful.

In a similar fashion the games themselves may contain a lot of Japanese text. This may not matter so much in games like Duke Nukem where, let's face it, the plot is cack and the instructions rarely go further than tell you to run around and kill everything in sight. But Lord help you if you try to play Zelda

using the Japanese text version.

So always take a good look at any Japanese import game and think about how much text it's likely to contain. Sometimes you may be better off waiting for the American or official UK Release. Then again,

you probably won't be needing instructions to tear around on F-Zero X, so roll on June when the first Japanese copies start landing in the import shops.

Due to misleading information from a 'reliable' industry source, Talkin' Shop recently stated that Toys R Us were selling Diddy Kong Racing at £37.97. Sorry to all the readers that went to Toys R Us only to find out that this wasn't the case, but you can't blame us for wishful thinking now can you?

PAL vs NTSC

There are two dominant TV systems in the world. The first is NTSC which is used in Japan and America and the second is PAL. NTSC stands for United States National Television Systems Committee. The Americans developed their television system first and by the time we caught up, a better system had been developed called PAL (Phase Alternate Line).

NTSC televisions screens are made up of 525 lines which are updated so quickly you see a moving image. PAL on the other hand has 625 lines and updates two lines at once. PAL gives out a clearer picture and better colours (People in the film industry often refer to NTSC as 'Never The Same Colour' because of its poor reproduction of movies on screen).

But the downside of PAL is that when using videogames those extra unused lines turn into borders and a slower refresh rate, which results in slower games. That's why official games have, in the past, had huge black borders at the top and bottom of the screen and seemed a bit sluggish compared to the

American version. Thankfully, Nintendo and Rare seem to have found a way of fixing the problem and these days UK PAL releases are very similar to the original NTSC versions.

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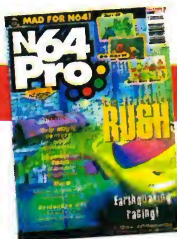
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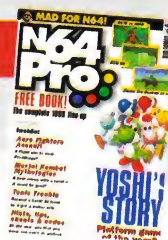


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When you subscribe you'll also get an amazing Official Nintendo gift of a joypad or rumble pak and controller pak. But hurry the stock of coloured joypads is subject to availability, so complete and return the subscription coupon right away to make sure you get the one you want.



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I hate writing the intro to this, but I can't deny that I love receiving intelligent letters about the world of the N64. There's a veritable feast of heated debate and discussion this month with opinions ranging from the perfectly credible to the plain crazy, but that's what it's all about. Write in now. It's free for God's sake ALEX

Critical Faculties

May I give you my congratulations on your great magazine. I am only just completing your third issue from cover to cover, back to back! I love your free gifts, especially the video which came with the first issue.

I think that your scores on games are very fair and like one of your other writers mentioned in the fourth issue, you are not biased towards Nintendo games like NMS.

Although your magazine is top notch, I would like to argue that yourself and Noely are sometimes a little too critical on games that you do not particularly take a fancy to. For example, your review of THQ's WCW vs NWO. In the opening sentence Mark quoted, 'Oh no... not American wrestling,' and classed it as 'possibly the world's most stupid of sports.'

Now unlike Mark, I love American wrestling, especially the WWF. Although I have lots of people shouting abuse at me for being a 15 year old that watches wrestling that they all got over when they were aged nine, I cannot help but stay fixed to the action. Now just a few questions:

- 1) Will there be a N64 WWF game?
- 2) Have you taken offence by the comments I have made?
- 3) Is there any chance of a free booklet about the 64DD?



Mark goes to his corner for a sulk

4) Will there be a Beavis & Butt Head game for the 64DD? Maybe the same type of game as Mario RPG?

It may sound as if I am having a go, but I love the magazine and will carry on buying and reading this great mag.

James M Curtin, Birmingham



We're all entitled to our opinions James, and as a reader of N64 Pro we value yours. Mark's dislike of wrestling had no bearing on the final score he gave WCW vs NWO as the comparative scores from other mags in our A-Z section will bear out. Judging by the success of WCW it's likely that there'll be a WWF game at least for the American market, although at the time of writing WCW and NWO are both far more popular wrestling organisations. When the launch of the 64DD becomes more imminent, we'll consider a book on it, providing we've got enough relevant information. I think

Beavis & Butt Head have done well to get on the PC (and have a film made for that matter) and wouldn't like to tempt fate by predicting an N64 release. I'll stick my neck out and say, 'probably' as there doesn't seem to be any stopping their unique brand of sniggering humour.

Industry Insider?

It's 1998 and I'm afraid I'm starting to get a little worried about the future prospects of the N64. The reports I've read from the Space World exhibition in Japan and the previews of future releases don't exactly fill me with excitement. As far as I can see, apart from Zelda and F-Zero X, there are no

groundbreaking AAA titles appearing on the N64. Also, Nintendo themselves seem to be in the process of changing the N64 into some sort of multimedia lab and steering its development away from N64 games.

I read through your magazine every month and can't really find a game coming out in the next couple of months that I really desperately want and 90% of the Space World previewed games seem to be average at best. It also seems that the 64DD isn't turning out to be the fantastic device it was shaping up to be at the start (i.e. development costs will still be high, the storage space is still limited and it's looking likely we won't see it until 1999, if at all).

Over Christmas I had a bit of spare cash and decided to get myself a PI**Station to fill in the gaps in the N64 release schedule and I must say that considering the N64 is reported to be several times more powerful than the PI**Station, many N64 games have a long way to go before they reach the excellent gameplay of Tekken 2, Final Fantasy VII and Tomb Raider 2. All of which will not appear on the N64.

The only game I can think of for the N64 which comes close to these games is GoldenEye. Also the PI**Station releases over

Acid Casualty

- Letter Of The Month

Having seen your hint on how to become a reviewer from the outside world, I hereby put myself up as the perfect being for the position. Aged 48, some may say ancient, but the average age of games freaks round my way is approx. 35+, not the 12 year olds we are told to believe in.

I am what is called an old hippie, stoned throughout the 60s and continuing to be so now, thank God, and having recently discovered the N64, I'm preaching it as the second coming. I eagerly awaited the first N64 for which I 'gladly' paid out the extra from day one. Well, not so gladly actually, being on low income (the proverbial artist), but once you've discovered where your hit is coming from, what can you do?

I believe it will be just right to have the older man's point-of-view, alongside that of you youngsters at the 'maggy'. So far I have discovered new places inside my head with Mario Kart, Super Mario, PilotWings, Wave Race and now the incredible adrenaline hit of piloting Star Fox into the great unknown. I thought the overnight session was definitely a thing from my sexual fantasy past until I hit this one. Oh for a stereo TV! Take a risk with a

Back

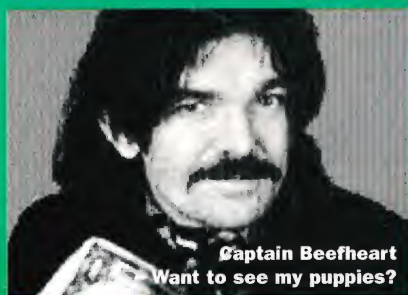


Noely's a man? But I thought...



'98 look a lot more exciting than the N64 releases so far. I'm not trying to knock the N64. I think it's an excellent machine with lots of good games and with a lot of potential. But the problem is most of the games released so far are merely 'good' when they should be excellent and this trend appears not to be changing over the next year.

Perhaps if Nintendo would lighten up on their policy of certain types of games not being 'Nintendo' enough (i.e. the more adult-themed games which tend to be more involving) and find a way of reducing the cost of developing third-party software, then the N64 scene would really pick up and provide western gamers with the sort of games they demand. Maybe when



Captain Beefheart
Want to see my puppies?

hippie and I promise not to wear my flares whilst playing a game
Digby Curtis. Mottistone. Isle Of Wight

You'll probably get on well with Jim - he's a bit of a hippie at heart, what with his Captain Beefheart, Jimi Hendrix and Pink Floyd record collection. Then again, all of us appreciate the adrenaline hit you get from playing the N64 and are jealous of your 60s lifestyle, although at least we've never had to wear flares whilst 'enjoying' ourselves. There aren't any jobs going here at the minute, but we'll add your name to the reader review waiting list and keep your letter on file - if only for the shade of blue it was printed on and the bizarre choice of fonts.

developers get used to coding for the N64 the quality of games will increase and maybe if the 64DD eventually turns up then bigger, more complex games will appear, but I'm finding it hard to wait 12 months or more before I can look forward to another AAA game for the N64.
David Waller, Hessele



Who are you working for, David? I thought the term 'AAA' was purely an 'industry' term for a good game - you obviously know your stuff, but to be honest your fears, I'm glad to say, are completely unfounded. Although, judging by the list of games and mini reviews you provided with your letter, you've got nearly all the AAA titles, there are still plenty more to come. Last issue, for example, saw two games scoring over 90 per cent - Nagano and Snobow Kids, both of which would grace even a quality collection like yours.

At the time of writing this reply, we haven't yet played Yoshi's Story (PAL), but we're confident that it'll be an improvement over the slightly disappointing NTSC version. Other games which will appear this year that you'll want to add to your collection are - Zelda 64, F-Zero X, Acclaimsports Soccer (or whatever it ends up being called), Turok 2, ISS 2, 1080 Snowboarding, Donkey Kong Country 64, Conker's Quest and Banjo-Kazooie. They're just the ones we know for certain will be top-notch.

Inevitably, a few more will emerge and turn out to be corkers. So don't worry - things can only get better! As for the 64DD, yes, it will undoubtedly give rise to the type of massive, complex games that you're craving for. The N64 was worth waiting for, as will be the 64DD.

Multiple Entry

First of all, let me congratulate you all on a fabbo mag - I've been reading computer mags since the days of the SNES and have seen Alex's name in Super Action and Control. Is it the same person or just a coincidence?

Anyway, to the point. Ever since I started buying computer mags I've entered competitions, but I've never won anything. When I saw that I could enter your competitions FREEPOST I decided to send in lots of entries to every one. But I still haven't won!

I know you must have thousands of entries, but I always put mine on the back of yellow envelopes so they must stand out a mile. What's

going on? If I don't win soon, I'll have to stop buying the mag and tell all my friends not to.
Alan Wire, Milton Keynes



The reason why you've never won anything Alan is because we don't allow multiple entries. It's cheating.

Therefore you're a cheat. And England didn't finish third in the 1990 World Cup. It was Italy. We don't want your sort reading the mag, so get 'I am a low-down cheat, please slap me' tattooed on your forehead and live a life of eternal shame.

Not a 20-something bloke

I thought I'd just send an email to let you know that not ALL of your readers are 20-something blokes. In fact, I'm

probably breaking some kind of stereotypical image when I tell you that I'm a 16 year old girl (What? A bird reading a computer magazine? Shock! Horror!).

Whether this has some kind of bad reflection on me (or indeed, your magazine) I do not honestly know or care (no offence).

I would like to say, however, that I think this is a great magazine in many ways (price, quality, value for money, and of course, the freebies etc) and I admire its honesty and avoidance of obvious plugs and endless streams of crap adverts.

But, above all, the best thing about this magazine is that it keeps my little brother happy, and therefore, temporarily out of my face. (On this basis I beg of you to make your reviews as loooooong as possible!). But seriously, this is much better than the waffle that is pumped out by your so-called competitors - other magazines tend to be over-priced, over-rated and over-the-top. Thanks for being different!

Rachael, via email



Thanks for your email, Rachel. I'm sure male readers of all ages will be pleased to know that 16 year old girls read N64 Pro as well as them. You'll

have noticed that nowadays our reviews tend to be longer than in the early days of the mag and completely waffle-free.

Top Top Gear Rally

I'm glad to see that Noely was man enough to concede that he was far too hard in his original review of Top Gear Rally, though I would say that while I agree with his overall rating, I find it hard to understand how the overall score tallies with what is still pretty negative commentary.

Feed Back

► Having seen the game demonstrated, I took the plunge and bought the game despite Noely's initial review. Being new to video gaming (despite being a sad old git) I think that Kemco, the game's developers, have structured their game with beginners like me in mind.

To experienced gamers like yourselves the initial pace may well be slow, but to a novice like me I was too busy trying to get the hang of steering the damned cars 'round corners to fret about the finer aspects of car control (such as braking!), power drifting or emergency brake turns, and really didn't notice that the cars weren't exactly hitting warp factor 9.

The game developers have recognised this 'learning curve' factor and have therefore made it possible to do well relatively quickly with minimal use of game controls in the early stages. The initial lack of speed means that beginners can do well if they manage to keep the car pointed in approximately right direction and control their speed using the accelerator.

As the game progresses (and with it your skill level) you are awarded with progressively quicker cars and more demanding course which require better car control and hence more use of the game's controls. The later cars have tarmac blistering performance and require all the skills you have acquired to become competitive.

Top Gear Rally in my view represents a very good, serious racing game. The realistically handling cars and huge, well laid out courses present a genuine test of skill that can sometimes have you punching cushions in frustration whilst at the same time goading you into having 'just one more go'.

Yes Noely is correct that the scenery in some of the courses could have been improved, however, I bought



Mark's a little pixie, short and stout. Knock him over and he rolls about (like a wood-house)

'To experienced gamers like yourselves the initial pace may be slow'

TGR primarily to race the courses rather than to admire the view. And anyway, if the graphics were that bad how come Noely decided it deserved a 4/5 in that area?

Finally, I would agree that the glitches in the programming can sometimes be a major irritation, e.g. on occasion getting permanently stuck in scenery after crashing. Then again it wouldn't have been the last time that a real-world rally car was found embedded half way up a tree, would it? Maybe TGR is a little too realistic at times! Top mag by the way.

David Shanks, Motherwell



Noely still maintains that the background colours are bland, drab, dull and unimaginative,

but states that the graphics in general are good. As you said yourself David, the scenery may be a little lacking, but who cares when you're playing a decent race game like TGR?

Real Players in ISS 2?

I am writing to enquire about the possibility of ISS 2. I am looking to buy a footy game and have seen that ISS 64 is first class, but if it has one flaw it's that it lacks the realism of FIFA i.e. real names – Shearer, Fowler etc. Will ISS 2 contain real player names? If not, is there any chance of a game which will contain real stats and could rival ISS 64?

James Waller, Rugby



As reported in last month's News, ISS 2 is likely to have fictitious player names because EA's FIFA series has the official license. ISS 2 (out pre-World Cup, so expect it no later than early June) will no doubt be every bit as

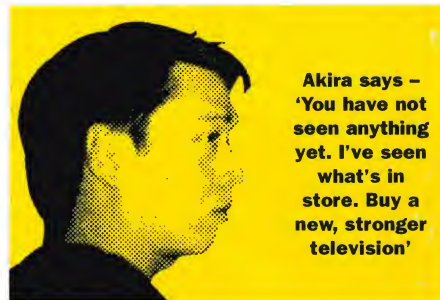
good as the original, if not better. EA's World Cup '98, complete with real names, comes out in May and Acclaim's Soccer should both give Konami's sequel a decent run for its money.

Taking Interaction a bit too Far

Just writing to tell you a story about the amazing progress Nintendo are making in the world of interactive video gaming. This very morning I was playing Blast Corps on my N64 (it would have been better with a rumble pak option). Anyway, I was bombing around the screen in the backlash truck destroying buildings and generally causing mass destruction when a power surge ripped through my house and blew my television across the room. Now that's interaction!

Glad Nintendo had thought of it. Thank you Hiroshi Yamauchi. You must come around for tea and biscuits some time and help me scrape bits of television off my bedroom wall.

Robbie Pinkerton, Torquay



Akira says – 'You have not seen anything yet. I've seen what's in store. Buy a new, stronger television'



Hope you're okay Robbie and that the cost of repairs didn't affect your ability to afford to buy N64 Pro every month! Have any other readers

experienced anything like this? Have you suffered from spontaneous human combustion, been half-strangled by the hand controller lead or had an epileptic fit brought on by playing your N64? If so, write in and we'll print the story of your scary and unpleasant experiences.

There's just enough space to thank you all for your correspondence. Cheers. Keep it coming – the mag's yours **ALEX**

**Give
away**

Win **6** official T-shirts and caps



*Let's get something right from the start. To say wrestling is one of those sports you either love or hate is putting it mildly. It's the only sport that is either worshiped, adored and held in almost holy respect or despised, loathed and held in much the same regard as Geoff Boycott in women's lib circles. **Alex***

WCW vs NWO Fashionfest!

If you're not a fan of wrestling, then please forgive us for we're giving away nothing else but six caps and six T-shirts with WCW vs NWO proudly emblazoned upon them – can't please all the people all the time and all that. On the other hand, all of you who are wrestling fans had better get those entries in cos as far as you're concerned it's the prize of a lifetime. These fashionable items aren't available in the shops! Not in England anyway...

Question

Which of these is the correct wrestling term?

- a) Minnesota king prawn
- b) Gettysburg lobster
- c) Boston crab
- d) Texas chainsaw massacre

Entries to WCW vs NWO fashionfest

**N64 Pro, FREEPOST, IDG
Media, Media House,
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Macclesfield
SK10 4YE**

Entries to be in by April 30
Multiple entries will be
thrown out of the ring



The ULTIMATE



Top Rating Games - N64 Pro

If anybody knows N64 games, it's us. So here's our definitive top-ten games available on the N64.

1	(1)	Diddy Kong Racing	96%
2	(2)	GoldenEye	94%
3	NEW	Nagano W/Olympics	93%
4	(3)	ISS 64	93%
5	(4)	Super Mario 64	92%
6	NEW	Snobow Kids	91%
7	(5)	Lylat Wars	91%
8	(6)	Mario Kart 64	91%
9	(7)	Pilotwings	91%
10	(8)	Extreme G	91%

*Numbers in brackets denote last month's position

Top Rating Games - All Mags

Get all the mags, get all the scores, throw them through a mathematical blender and this is what it spouts out. The most definitive top ten in existence.

1	(1)	GoldenEye	95.2%
2	(2)	Diddy Kong Racing	95.0%
3	(3)	Super Mario 64	94.8%
4	(4)	ISS 64	93.2%
5	(5)	Lylat Wars	92.8%
6	(6)	Wave Race 64	92.4%
7	(7)	Extreme G	92.0%
8	(8)	Mario Kart 64	91.8%
9	(9)	Madden 64	90.0%
10	(10)	Pilotwings	89.6%

*Numbers in brackets denote last month's position

Some games are very good, some stink like a pig with bad breath who's allergic to deodorant. Our guide helps you to choose games that win from those that belong in the bin. So you can see the bigger picture we also include the scores from other magazines. Never settle for second best.

AEROFIGHTERS ASSAULT 68%

Titus UK OUT NOW

N64 60% 64 61% NIN N/A TOT 48%

The flight sim cum shoot'em-up that completely fails to be good at either. Slow and uninteresting gameplay is combined with dodgy graphics in an attempt to entertain you. Top Gun this certainly isn't and if it's a shoot'em-up you're after, get Lylat Wars instead.

AERO GAUGE 86%

ASCII/ Locomotive US OUT NOW

N64 10% 64 47% NIN N/A TOT N/A

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are bland and there is a lot of fogging and pop-up. I thought this was the bee's knees, but Steve and Noely made it quite clear that I was all alone in liking Aero Gauge. Possibly the most argued about score to date, so take a good look before you buy.

AUTOMOBILI LAMBORGHINI 76%

Titus UK OUT NOW

N64 67% 64 80% NIN 76% TOT 72%

More racing shenanigans. This time the French company Titus bring us a game with an Italian flavour and a truly embarrassing name. Unfortunately they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Slow gameplay (especially in multi player mode) and twitchy controls make this an awkward and unrewarding experience.

BLAST CORPS 89%

Nintendo UK OUT NOW

N64 88% 64 88% NIN 87% TOT 89%

Cause wanton destruction on a global

scale with this smashing game from Rare. Drive all manner of demolition vehicles as you clear a path for a runaway missile

THE STAMP OF APPROVAL

There are many high quality games on the N64, but only the best of the best receive the N64 Pro Stamp of Approval. Throughout the ultimate guide you will see games with a boot stamp symbol. That's just our way of telling you that a game's completely knocked us over and in our opinion is an essential purchase.



carrier and destroy absolutely everything in its path. Refreshingly original and incredibly addictive. A right good blast!

BOMBERMAN 64 73%

Hudson UK OUT NOW

N64 50% 64 81% NIN 80% TOT 75%

The original video game urban terrorist. Run around dropping bombs in the path of your fellow man. Bomberman returns in an all new N64 outing. The usual multi player mayhem joins a 3D Mario-style adventure game. Good graphics, but I'm afraid the gameplay of the original seems to have fizzled out along the way.

CHAMELEON TWIST 81%

Sunsoft/ Ocean IMP UK TBA

N64 70% 64 72% NIN 77% TOT 51%

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly, but it is still great fun while it lasts.

CLAYFIGHTER 63 1/3 39%

Interplay UK OUT NOW

N64 24% 64 13% NIN 25% TOT N/A

Oh dear! What's this doing on a super console? Clayfighter is a deeply poor game

GUIDE to N64 gaming

with flat 2D characters, poor animation and sluggish controls. This is a dubious and frankly unfunny attempt at cartoon humour that's been bolted onto extremely poor gameplay... I could go on, but let's just say it's on par with the atrocious War Gods and leave it at that.

CRUIS'N USA 40%

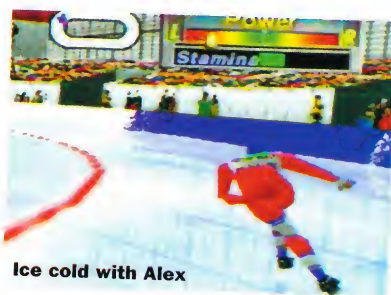
GT Interactive IMP UK TBA
N64 34% 64 25% NIN N/A TOT 59%

An accurate conversion of a monumentally dull driving game. The only good point is... let's face it, there are no good points to this game. We all hoped it wouldn't get a UK release but it's on the way as we speak. Even at the bargain bucket price of £34.99 this will still be a long, long way from representing good value.

DARK RIFT 71%

Vic Tokai IMP UK TBA
N64 72% 64 88% NIN N/A TOT 84%

An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting, but the gameplay is shallow and uninvolved. Go for Mace or Fighters Destiny instead.



Ice cold with Alex

DIDDY KONG RACING 96%

Nintendo UK OUT NOW N64 90%
64 95% NIN 94% TOT 95%

A jaw-droppingly outstanding game that will entertain you for months. Diddy Kong Racing has made Mario Kart 64 redundant. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge number of tracks. Multi player battles are superb and the single player mode in which you must defeat Wizpig is a real challenge. This is literally one of the best games ever made. You must own it. It's the law.

DOOM 64 71%

GT Interactive UK OUT NOW
N64 80% 64 81% NIN 85% TOT 92%

The original first person shoot'em-up makes it's almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But despite numerous enhancements this still feels like the old man of video gaming and you'd be better off with the infinitely more playable GoldenEye.

DUAL HEROES 35%

Hudson Soft US OUT NOW
N64 28% 64 N/A NIN N/A TOT N/A

Power Ranger look-a-likes do battle to the death in this totally uninspiring beat'em-up. The graphics are garish to the point of giving you a headache and the design is just plain ugly. The game does have some interesting ideas, such as the mirror mode where the computer learns your moves and uses them against you, it's just a shame they were wasted on such an abysmal fighting game.

DUKE NUKEM 64 86%

GT Interactive UK OUT NOW
N64 86% 64 90% NIN 91% TOT 88%

The first 3D shoot'em-up to really improve upon the Doom format. Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, nobody does it better than Bond. Get GoldenEye first and if that's not enough action for you, then take a look at Duke Nukem.

F1 POLE POSITION 70%

Ubi Soft UK OUT NOW
N64 71% 64 86% NIN 75% TOT 80%

An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. Horrendous pop-

EXTREME G 91%

Konami UK OUT NOW N64
94% 64 91% NIN 90% TOT 94%

Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker as you fly around like a cheetah on heat. On the rare occasions it slows down you might have time to notice the amazing graphics. A fine game racing game, complete with four player action.

GOLDENEYE 007 94%

Nintendo UK OUT NOW N64 94%
64 96% NIN 94% TOT 98%

Turok meets Virtua Cop meets the smoothest secret agent of all time in this superb film tie-in that's one of the best first-person perspective Doom-style games ever made. It's addictive, challenging, action packed and is wonderfully faithful to the film. An essential purchase for N64 owners.

up, lousy commentary and a general shoddy feel keep this racer in the pits.

FIFA 64 38%

Electronic Arts UK OUT NOW
N64 39% 64 29% NIN 67% TOT 76%

A tired GM Vauxhall conference-like attempt at emulating our beautiful game. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up to replace it.

FIFA '98: ROAD TO WORLD CUP 87%

Electronic Arts UK OUT NOW
N64 N/A 64 N/A NIN 90% TOT 78%

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been. Improved controls, better graphics and a host of neat touches. Not to mention the official FIFA license and more official teams than you could shake a stick at. FIFA 98 still doesn't quite beat ISS 64, but it's definitely a welcome alternative. Great stuff and deserves every success.

FIGHTERS DESTINY 89%

Ocean UK OUT NOW
N64 N/A 64 N/A NIN 90% TOT 93%

A decent fighting game finally graces the N64 with its presence. Excellent graphics with a real arcade game feel lifts Fighters Destiny above all the

ISS 64 93%

Konami UK OUT NOW N64 92%
64 91% NIN 93% TOT 97%

Konami scores a blinder with a superb representation of our beautiful game and one that consigns the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play the better it gets. ISS 64 is a football fan's dream.

Profile

MADDEN 64 90%

Electronic Arts UK

OUT NOW

N64 92% 64 80% NIN 89%

TOT N/A

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics, excellent gameplay and fantastic artificial intelligence in one silky shoulder-padded package.

competition. And it isn't just a pretty face, Fighters Destiny plays well to boot. The extremely simple two button control system hides a wealth of special moves. The result is an excellent fighting game with a lot of originality and masses of playability. If beat'em-ups are your favourite thing, Fighters Destiny is the one for you.

HEXEN 66%

GT Interactive UK OUT NOW

N64 69% 64 N/A NIN 60% TOT 63%

I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 may be a little long-in-the-tooth on the all powerful N64, but it's still better than this attempt. Just get GoldenEye and leave Hexen well alone.

KILLER INSTINCT GOLD 41%

Nintendo UK OUT NOW

N64 62% 64 75% NIN 84% TOT 69%

One of the least impressive beat'em-ups on the N64 (and considering the competition that's quite an insult). A 2D fighting game that looks more suited to the SNES than the 64 bit powerhouse. The gameplay is also ropey by relying far too much on complex combos. Leave this one well alone!

MACE: THE DARK AGE 78%

GT Interactive UK OUT NOW

N64 81% 64 76% NIN 89% TOT 89%

A hack 'n' slash fighting game with enough dungeons and dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative and definitely the way forward. Just comes in behind Fighters Destiny as the best beat'em-up on the N64.

MISCHIEF MAKERS 87%

Enix UK OUT NOW

N64 90% 64 80% NIN 82% TOT 43%

A wonderful 2D platform game like you've never played before. Take control of Marina, a deranged robot schoolgirl who

MARIO KART 64 91%

Nintendo UK OUT NOW N64

91% 64 94% NIN 90% TOT 93%

A flawed genius. This builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. A great racing game that has been overtaken by the similar (but better) Diddy Kong Racing. This is still a great game though and worth looking at, especially if found at a bargain price.



has to rescue a kidnapped scientist. One of the most incomprehensible Japanese plots we've come across, but it compliments the wonderfully surreal nature of the game. The gameplay is stunning, which is a good job really because the graphics are terrible.

MORTAL KOMBAT TRILOGY 55%

Midway UK OUT NOW

N64 34% 64 62% NIN 56% TOT 78%

The Mortal Kombat series has enjoyed a quite phenomenal success for what was a fairly limited beat'em-up. All good things must come to an end though. This now looks out of date and out of place on an N64. Even the most ardent fans must admit that it's time for something new.

MRC 80%

Ocean UK OUT NOW

N64 81% 64 67% NIN 83% TOT 80%

One of the first true racing games for the N64. The action takes place

LYLAT WARS 91%

Nintendo UK OUT NOW N64

94% 64 95% NIN 93% TOT 91%

Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game. Nintendo have breathed new life into the shoot'em-up genre. Excellent cut scenes, breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the brilliantly frantic gameplay.

Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've seen, but still far from the best. Get Diddy Kong Racing for multi-player thrills. If you really want a car racing game then get San Francisco Rush instead.

NBA HANG TIME 74%

Midway UK OUT NOW

N64 52% 64 60% NIN 75% TOT 51%

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Devoid of realism but great for arcade game enthusiasts.

NFL QUARTERBACK CLUB '98 86%

UK OUT NOW

N64 86% 64 80% NIN 91% TOT N/A

Another American football game joins Madden, but in our opinion just loses the battle. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning hires mode on the N64. Doesn't play quite as well as Madden though, but it's a great game in its own right.

SAN FRANCISCO RUSH 88%

GT Interactive IMP UK TBA

N64 82% 64 75% NIN 74% TOT 57%

This one caused mixed opinions in the office. Alex and myself think it's ream, whilst Steve and Noely think it's rank. A fast racer with garish graphics and a total lack of realism. A pure arcade game where you spend as much time in the air as you do on the ground, as you fly over the hills and through the tunnels of San Francisco.

SHADOWS OF THE EMPIRE 60%

Nintendo UK OUT NOW

N64 78% 64 88% NIN 86% TOT 61%

If ever there was a 10 pence mixed bag of a game, then Nintendo's Star Wars licence is it. It ranges from incredibly challenging (red liquorice shoelaces) to

NAGANO WINTER OLYMPICS '98 93%

Konami OUT NOW N64 32% 64

77% NIN 84% TOT N/A

Track n' Field heads north to the snow-capped mountains in this wonderful sports game. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be. A great game that held up work in the office for days. Konami are rapidly earning a reputation for consistently making high quality sports titles. Which makes them alright in our books.

PILOTWINGS 64 91%

Nintendo UK OUT NOW N64 89%
64 89% NIN 84% TOT 95%

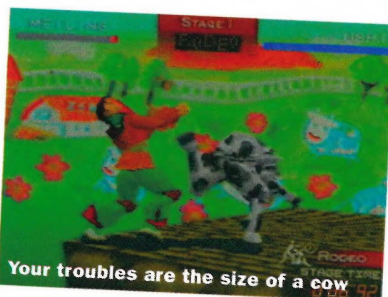
Up there alongside ISS 64 as the N64 Pro team's favourite N64 game. Pilotwings offers countless hours of gaming pleasure as you perform missions in a hang glider, rocket belt and gyrocopter. Sometimes relaxed, other times more frantic than a trolley dash through ToysRus.

mind-numbingly dull (boiled mints). The flying sections are okay, but the Doom-clone sections are duller than Dave Lee Travis. It's a shame that such a good license has gone to waste. Don't get carried away with the Star Wars vibe, it soon becomes tedious.

TETRISPHERE 60%

Nintendo IMP UK TBA NOW
N64 71% 64 77% NIN N/A TOT 84%

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but fans may find this appealing. Check it out before you buy.



Your troubles are the size of a cow

SNOWBOW KIDS

91%

Atlus Jap Out Now 88% N/A 64
80% NIN N/A TOT N/A

A wonderful racing game that appeared out of the blue and took the office by storm. Take control of a cute snowboarder and race down a ski slope pulling stunts and collecting weapons. When you reach the end scramble onto a ski lift that takes you back to the top. A great touch that makes laps possible in a downhill race. The tracks are varied and interesting, the weapons are unusual and the races are great fun. If you're into Diddy Kong Racing or Mario Kart then take a look at this superb little game.

TOP GEAR RALLY 87%

Kemco UK OUT NOW

N64 89% 64 90% NIN 89% TOT 85%

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. It feels a bit sluggish at first, but as you earn faster cars the game becomes a real speed challenge. A long-term racer.

TUROC: DINOSAUR HUNTER 87%

Acclaim UK OUT NOW

N64 91% 64 82% NIN 95% TOT 93%

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics compliment the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are slightly too many jumping and platform style sections for our liking.

WAR GODS 38%

Midway UK OUT NOW

N64 46% 64 59% NIN N/A TOT 76%

A tired attempt at a fighting game with some preposterous special moves and a distinct lack of any sense of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Just say no!

WAYNE GRETZKY'S 3D HOCKEY 84%

Midway UK OUT NOW

N64 70% 64 84% NIN 84% TOT 90%

Lightning-paced ice hockey game that looks great and plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's still not on par with ISS as a sports sim but after all, few games are.

WCW VS. NWO 80%

THQ OUT NOW

N64 70% 64 85% NIN 86% TOT 70%

Wrestling action hits the N64 with this fine beat'em-up. I can't imagine a more ludicrous sport, but admittedly the game is a lot of fun. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free for all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even the numerous haters of Hulk Hogan will enjoy the mindless mayhem that this offers. Better than most beat'em-ups we've seen.

WHEEL OF FORTUNE 59%

Gametek US OUT NOW

N64 N/A 64 45% NIN N/A TOT N/A

You're spinning the wheel of luck if you buy

SUPER MARIO 64 92%

Nintendo UK OUT NOW N64 96%
64 95% NIN 95% TOT 96%

The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D adventure. If you're into games you haven't lived until you've played Mario 64.



A static shot sums up the excitement

this. But will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit obscure for our English tastes. Good for playing with your grandparents at Christmas, but not much fun at all as a single player game. But check out the rumble-pak compatibility for its comedy vibration value.

YOSHI'S STORY 79%

Nintendo JAP OUT NOW

N64 86% 64 81 NIN N/A TOT N/A

Our favourite hungry dinosaur returns in an all new N64 eating fest. Unlike Mario, Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. You can see the quality of this title straining to get out, but it doesn't quite make it. It's far too easy for a start and some of the levels are a bit tedious. It has been suggested that the official version will have the difficulty level sorted out. And of course it will have English text, so we seriously advise you to wait for it.

WAVE RACE 64 90%

Nintendo UK OUT NOW N64 90%
64 94% NIN 92% TOT 96%

One of the finest racing games ever to grace a home console and certainly the most realistic water effects ever seen in a video game. A challenging championship mode, an excellent two player mode and a highly original stunt mode. A fantastic and very original racing game.

Next month...



NOW the Winter Olympics are over, the countdown to the **1998 World Cup** begins. Tune in to **N64 Pro** to see all the games that you'll be playing in-between watching matches and, better still, the ones you'll be playing regardless of what's on the telly at the time. Watch out for Konami's **ISS '98**, EA's **World Cup '98** and Acclaim's first venture into N64 footy games **Acclaimsports Soccer**. Obviously, not everyone's a footy fan so of course we've taken that into consideration. The non-footy game line-up's every bit as strong as ever. We'll be covering **Zelda 64**, **F-Zero X**, **Quake**, **1080 Snowboarding** and all the other massive forthcoming releases. As ever, there'll be the usual in-depth news, super-informative previews, **honest reviews**, full walk-through guides and a selection of the newest hints and tips. Remember, our A-Z features all the scores from 'rival' N64 mags as well as our ratings so there's no need to buy any other mag

See you next month

Alex

As ever, what's written above could be a pack of lies. But hey, that's the Editor's privilege

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